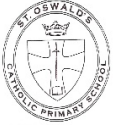


<p>Year Group</p> 	<h1 style="text-align: center;"><u>YEAR 4 2025-2026</u></h1> <p>Objectives highlighted in yellow are 'Ready to Progress criteria' – children need to be secure on these before moving on</p> <p><b>PROBLEM SOLVING AND REASONING MUST BE INCORPORATED INTO ALL TOPICS FOR ALL CHILDREN.</b></p>
<p><u>Autumn 1</u></p>	<p><b>Number – Place Value</b></p> <p>Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100 <b>4NPV-1</b></p> <p>Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using standard and nonstandard partitioning. <b>4NPV-2</b></p> <p>Reason about the location of any 4 digit number in the linear number system, including identifying the previous and next multiple of 100 and 1000 <b>(4NPV-3)</b></p> <p>Count in multiples of 1000</p> <p>Find 1000 more or less than a given number</p> <p>Order and compare numbers beyond 1000</p> <p>Identify, represent and estimate numbers using different representation</p> <p>Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value</p> <p>Round any number to the nearest 10, 100 or 1000 <b>(4NPV-3)</b></p> <p>Divide 1,000 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 1,000 with 2, 4, 5 and 10 equal parts. <b>(4NPV-4)</b></p> <p>Solve number and practical problems that involve all of the above and with increasingly large positive numbers, number and place value</p> <p><b>Number – Addition and Subtraction</b></p> <p>Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate</p> <p>Estimate and use inverse operations to check answers to a calculation</p> <p>Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why</p> <p><b>Measurement- Area</b></p> <p>Find the area of rectilinear shapes by counting squares</p>
<p><u>Autumn 2</u></p>	<p><b>Number- Multiplication and Division</b></p> <p>Manipulate multiplication and division equations, and understand and apply the commutative property of multiplication. <b>(4MD-2)</b></p> <p>Recall multiplication and division facts for multiplication tables up to <math>12 \times 12</math> <b>(4NF-1)</b></p> <p>Count in multiples of 6, 7 and 9</p> <p>Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1;</p> <p>Multiply together 3 numbers</p> <p>Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, and interpret remainders appropriately according to the context. <b>(4NF-2)</b></p> <p>Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100) <b>(4NF-3)</b></p> <p>Count in multiples of 25</p> <p>Recognise and use factor pairs and commutativity in mental calculations</p> <p>Recall multiplication and division facts for multiplication tables up to <math>12 \times 12</math></p>

	<p>Multiply and divide whole numbers and those involving decimals by 10, 100 and 1,000 (Y5)</p> <p>Find the effect of multiplying and dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths (4MD-1)</p> <p>Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100) (4NF-3)</p> <p>Solve problems involving multiplying and adding, including using the distributive law to multiply 2-digit numbers by 1 digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects</p> <p>Manipulate multiplication and division equations, and understand and apply the commutative property of multiplication. (4MD-2)</p> <p>Understand and apply the distributive property of multiplication.(4MD-3)</p>
<b>Spring 1</b>	<p><b>Number- Multiplication and Division</b></p> <p>Multiply 2-digit and 3-digit numbers by a 1-digit number using formal written layout</p> <p>Divide 2-digit and 3-digit numbers by a 1-digit : Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together 3 numbers</p> <p><b>Measurement-Length and Perimeter</b></p> <p>Convert between different units of measure, estimate, compare and calculate different measures, including money in pounds and pence</p> <p>Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</p> <p>Find the perimeter of regular and irregular polygons4G-2</p> <p>Solve simple perimeter and measure problems</p>
<b>Spring 2</b>	<p><b>Measurement – Time</b></p> <p>Solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days</p> <p>Read, write and convert time between analogue and digital 12- and 24-hour clocks</p> <p><b>Number – Fractions</b></p> <p>Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators (Y3)</p> <p>Recognise and show, using diagrams, families of common equivalent fractions</p> <p>Count up and down in hundredths;</p> <p>Reason about the location of mixed numbers in the linear number system. 4F-1</p> <p>Convert mixed numbers to improper fractions and vice versa 4F-2</p> <p>Add and subtract fractions with the same denominator</p> <p>Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers. 4F-3</p> <p>Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number</p> <p><b>Number - Decimals</b></p> <p>Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing 1-digit numbers or quantities by 10 (Y3)</p> <p>Recognise and write decimal equivalents of any number of tenths or hundredths</p> <p>Compare numbers with the same number of decimal places up to 2 decimal places</p> <p>Find the effect of dividing a 1- or 2-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths</p>
<b>Summer 1</b>	<p><b>Number – Decimals</b></p> <p>Count up and down in hundredths; recognise that hundredths arise when dividing an object by 100 and dividing tenths by 10</p> <p>Recognise and show, using diagrams, families of common equivalent fractions</p>

	<p>Recognise and write decimal equivalents of any number of tenths or hundredths</p> <p>Solve simple measure and money problems involving fractions and decimals to 2 decimal places</p> <p>Compare numbers with the same number of decimal places up to 2 decimal places</p> <p>Round decimals with 1 decimal place to the nearest whole number</p> <p>Recognise and write decimal equivalents to <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math> and <math>\frac{3}{4}</math></p> <p><b><u>Measurement – Money</u></b></p> <p>Estimate, compare and calculate different measures, including money in pounds and pence</p>
<b><u>Summer 2</u></b>	<p><b><u>Geometry – Shape and Position and Direction</u></b></p> <p>Identify acute and obtuse angles and compare and order angles up to 2 right angles by size</p> <p>Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes -4G-2</p> <p>Identify lines of symmetry in 2-D shapes presented in different orientations -4G-3</p> <p>Complete a simple symmetric figure with respect to a specific line of symmetry-4G-3</p> <p><b><u>Statistics</u></b></p> <p>Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs</p> <p>Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and line graphs</p> <p>Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs</p> <p><b><u>Position and Direction</u></b></p> <p>Describe positions on a 2-D grid as coordinates in the first quadrant -4G-1</p> <p>Describe movements between positions as translations of a given unit to the left/right and up/down – 4G-1</p> <p>Plot specified points and draw sides to complete a given polygon – 4G-1</p>
<b><u>Continuous objectives</u></b>	<p><b>The continuous objectives are woven into the teaching continually during the year.</b></p> <p><b>Children are given continual and regular opportunities to apply their knowledge to problem solving and reasoning.</b></p> <p>Solve number and practical problems that involve all of the above and with increasingly large positive numbers, number and place value</p> <ul style="list-style-type: none"> <li>• estimate and use inverse operations to check answers to a calculation</li> <li>• solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why</li> <li>• solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects</li> <li>• solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number</li> <li>• solve simple measure and money problems involving fractions and decimals to two decimal places</li> <li>• solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days</li> </ul>
<b><u>Key Basic skills to be taught continuously</u></b>	<p>Count from zero in multiples of 6, 7, 9, 25 and 1000 using bridging strategies as appropriate</p> <p>Use knowledge of complements to 100 to find change from whole pounds</p> <p>Use knowledge of complements to 60 to calculate time within an hour</p> <p>Recall multiplication facts and related division facts for tables up to <math>12 \times 12</math></p> <p>Read and write numbers up to 10 000 and recognise the place value of each digit</p>

	<p>Recognise the place value of each digit in a four-digit number</p> <p>Compare and order numbers up to 10 000</p> <p>Partition numbers into place value columns</p> <p>Partition numbers in different ways</p> <p>Round any four-digit number to the nearest 10, 100 and 1000</p> <p>Use rounding to support estimation and calculation</p> <p>Use knowledge of place value to derive new addition and subtraction facts</p> <p>Use knowledge of inverse to derive associated addition and subtraction facts and check answers</p> <p>Double any number between 1 and 100 and find all corresponding halves</p> <p>Add and subtract mentally <math>\text{THTU} \pm \text{U}</math>, <math>\text{THTU} \pm \text{T}</math>, <math>\text{THTU} \pm \text{H}</math>, <math>\text{TU} \pm \text{TU}</math> and <math>\text{HTU} \pm \text{TU}</math></p> <p>Multiply numbers including decimals by 10 and 100</p> <p>Divide decimal numbers (to one decimal place) by 10</p> <p>Divide four-digit whole numbers by 100</p> <p>Use knowledge of inverse to derive associated multiplication and division facts</p> <p>Use known facts to derive new facts</p> <p>Use known facts to derive equivalent facts</p> <p>Count up and down in tenths and hundredths and recognise the equivalent decimal values</p> <p>Recall fraction and decimal pairs to 1</p> <p>Identify fractions greater or less than a half</p> <p>Identify equivalent fractions</p> <p>Order, add and subtract fractions with the same denominator</p> <p>Recognise decimal equivalents of fractions with a denominator of ten and one hundred and also decimal equivalents of half, one quarter and three quarters</p> <p>Round decimals with one decimal place to the nearest whole number</p> <p>Tell and write the time from a 12-hour analogue clock and a clock with Roman numerals and a digital clock display</p> <p>Read, tell and write the time from a 24-hour clock</p> <p>Convert between 12 and 24-hour clocks</p> <p>Convert between money and measures including time</p> <p>Recognise right angles, straight angles, half and full turns and relate the turn to a measurement in degrees</p> <p>Identify different types of angles including acute and obtuse</p>
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