

Subject Oveview | Maths

Zetland Primary School

Maths Year 4	Autumn	Spring	Summer
The principal focus of mathematics teaching in lower key stage 2 is to ensure that pupils become increasingly fluent with whole numbers and the four operations, including number facts and the concept of place value. This should ensure that pupils develop efficient written and mental methods and perform calculations accurately with increasingly large whole numbers. At this stage, pupils should develop their ability to solve a range of problems, including with simple fractions and decimal place value. Teaching should also ensure that pupils draw with increasing accuracy and develop mathematical reasoning so they can analyse shapes and their properties, and confidently describe the relationships between them. It should ensure that they can use	Number- Place Value Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens and ones) Order and compare numbers beyond 1,000 Count in multiples of 6, 7, 9, 25 and 1000 Find 1,000 more or less than a given number Round any number to the nearest 10, 100, 1000 Count back through zero to include negative numbers Number- Addition and Subtraction Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction Estimate and use the inverse operations to check answers to calculations. Solve addition and subtraction two step problems in context, deciding	Number- Multiplication and Division Recall and use multiplication and division facts for multiplication tables up to 12 × 12 Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers Recognise and use factor pairs and commutativity in mental calculations. Multiply two-digit and three-digit numbers by a one digit number using formal written layout. 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. Divide two-digit and three-digit numbers by a one digit number using formal written layout. Solve problems involving multiplying and adding, including using the distributive law to multiply two-digit	Number- Decimals Compare numbers with the same number of decimal places up to two decimal places Recognise and write decimal equivalents to ¼, 1/2 and ¾ Round decimals with one decimal place to the nearest whole number. Recognise and write decimal Measurement- Money Estimate, compare and calculate different measures, including money in pounds and pence. Solve simple measure and money problems involving fractions and decimals to two decimal places. Measurement- Time Read, write and convert time between analogue and digital 12-and 24-hour clocks. Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.



Subject Oveview | Maths

Zetland Primary School

measuring instruments with accuracy and make connections between measure and number.

By the end of year 4, pupils should have memorised their multiplication tables up to and including the 12 multiplication table and show precision and fluency in their work.

Pupils should read and spell mathematical vocabulary correctly and confidently, using their growing word reading knowledge and their knowledge of spelling. which operations and methods to use and why.

Measurement- Perimeter and Length

Measure and calculate the perimeter of a rectilinear (including squares) in centimetres and metres.

Convert between different units of measure (kilometre to metre)

Number- Multiplication and Division

Recall and use multiplication and division facts for multiplication tables up to 12 x 12

Count in multiples of 6,7, 9, 25 and 1000

Use place value, known and derived facts to multiply and divide mentally, multiplying by 0 and 1; dividing by 1; multiplying together three numbers Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit

numbers by one-digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.

Measurement: Area

Find the area of rectilinear shapes by counting squares.

Number-Fractions

Recognise and show, using diagrams, families of common equivalent fractions.

Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.

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. Add and subtract fractions with the same denominator.

Number- Decimals

Recognise and write decimal equivalents of any number of tenths or hundredths.

Statistics

Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.

Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs

Geometry- Properties of Shape

Identify acute and obtuse angles and compare and order angles up to two right angles by size Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and size

Identify lines of symmetry in 2D shapes presented in different orientations

Complete a simple symmetric figure with respect to a specific line of symmetry

Geometry- Position and Direction

Describe positions on a 2D grid as coordinates in the first quadrant.

Subject Oveview | Maths

Year Group: 4

Zetland Primary School

		Find the effect of dividing a one or two digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths Convert between different units of measure [for example, kilometre to metre] Solve simple measure and money problems involving fractions and decimals to two decimal places.	Plot specified points and draw sides to complete a given polygon. Describe movements between positions as translations of a given unit to the left/ right and up / down.
--	--	---	---