

Year 4 Maths Curriculum Overview

Number and place value

Pupils will learn how to:

- → find 1000 more or less than a given number
- → count backwards through zero to include negative numbers
- → recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)
- → order and compare numbers beyond 1000
- → identify, represent and estimate numbers using different representations
- → solve number and practical problems that involve all of the above and with increasingly large positive numbers
- → count in multiples of 6, 7, 9, 25 and 1000
- → round any number to the nearest 10, 100 or 1000
- → 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
- → count in multiples of 6, 7, 9, 25 and 1000

Calculation - addition and subtraction

Pupils will learn how to:

- → add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate
- → estimate and use inverse operations to check answers to a calculation
- → solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why



Calculation - multiplication and division

Pupils will learn how to:

- → recall 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
- → multiply two-digit and three-digit numbers by a one-digit number using formal written layout
- → recognise and use factor pairs and commutativity in mental calculations
- → 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

Statistics

Pupils will learn how to:

- → 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 graph

Measurement

Pupils will learn how to:

- → measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
- → convert between different units of measure (e.g. kilometre to metre; hour to minute)
- → find the area of rectilinear shapes by counting squares
- → 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
- → estimate, compare and calculate different measures, including money in pounds and pence
- → convert between different units of measure (e.g. kilometre to metre; hour to minute)
- → measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
- → find the area of rectilinear shapes by counting squares

Geometry

Pupils will learn how to:

- → plot specified points and draw sides to complete a given polygon
- → compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes describe positions on a 2-D grid as coordinates in the first quadrant
- → identify acute and obtuse angles and compare and order angles up to two right angles by size
- → identify lines of symmetry in 2-D shapes presented in different orientations complete a simple symmetric figure with respect to a specific line of symmetry
- → describe movements between positions as translations of a given unit to the left/right and up/down
- → describe positions on a 2-D grid as coordinates in the first quadrant
- → plot specified points and draw sides to complete a given polygon



Number-fractions

Pupils will learn how to:

- → recognise and show, using diagrams, families of common equivalent fractions
- → 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
- → recognise and write decimal equivalents of any number of tenths or hundredths
- → recognise and write decimal equivalents to 1/4; 1/2; 3/4
- ind the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as units, tenths and hundredths
- → count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten
- → add and subtract fractions with the same denominator
- → round decimals with one decimal place to the nearest whole number
- → compare numbers with the same number of decimal places up to two decimal places
- → solve simple measure and money problems involving fractions and decimals to two decimal places

ASSESSMENTS

- → Headstart Primary End of Unit assessments
- → Puma End of Term Assessements