**Year 4 Whole Year Maths Curriculum Coverage**

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| **Place Value**  |
| 1. Count in multiples of 6, 7, 9, 25 and 1000. |
| 2. Find 1000 more or less than a given number. Round any number to the nearest 10, 100 or 1000. |
| 3. Count backwards through zero to include negative numbers. |
| 4. Recognise the place value of each digit in a 4-digit number (thousands, hundreds, tens, and ones). Order and compare numbers beyond 1000. |
| 5. 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. |
| **Addition and Subtraction** |
| 6. Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate. |
| 7. Estimate and use inverse operations to check answers to a calculation. |
| 8. Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. |
| **Multiplication and Division** |
| 9. Recall multiplication and division facts for multiplication tables up to 12 × 12. |
| 10. Recognise and use factor pairs and commutativity in mental calculations. |
| 11. Multiply two-digit and three-digit numbers by a one-digit number using formal written layout. |
| 12. Solve probs involving x and +, inc. using the distributive law to mult 2 digit nos by 1 digit, integer scaling probs and harder correspondence probs such as n objects are connected to m objects. |
| **Fractions** |
| 13. Recognise and show, using diagrams, families of common equivalent fractions. |
| 14. Count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten. |
| 15. Add and subtract fractions with the same denominator. |
| 16. Recognise and write decimal equivalents of any number of tenths or hundredths; and the decimal equivalents to ⅟₄, ⅟₂ and three quarters. |
| 17. Find the effect of 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. |
| 18. Round decimals with one decimal place to the nearest whole number. Solve simple measure and money problems involving fractions and decimals to 2 decimal places. |
| **Measure** |
| 19. Convert between different units of measure (e.g. kilometre to metre). Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days). |
| 20. Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. Find the area of rectilinear shapes by counting squares. |
| 21. Estimate, compare and calculate different measures, including money in pounds and pence. |
| 22. Read, write and convert time between analogue and digital 12 and 24-hour clocks. |
| **Geometry** |
| 23. Compare and classify geometric shapes, including quadrilaterals and triangles**,** based on their properties and sizes. |
| 24. Identify acute and obtuse angles and compare and order angles up to two right angles by size. |
| 25. Identify lines of symmetry in 2-D shapes presented in different orientations. |
| 26. Complete a simple symmetric figure with respect to a specific line of symmetry. |
| 27. Describe positions on a 2-D grid as coordinates in the first quadrant. Describe movements between positions as translations of a given unit to the left/right and up/down. |
| 28. Plot specified points and draw sides to complete a given polygon. |
| **Statistics** |
| 29. Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. |
| 30. Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs. |