Overview of Year 4 Maths Planning -Western Downland Primary School

Year 4	Number and place value	Addition and subtraction	Multiplication and division	Fractions	Measurement	Geometry		Statistics
						Properties of shape	**Position and directio**	
Fluency Reasoning Problem solving	solve number and practical problems that involve all of the above and with increasingly large positive numbers	solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why	solve problems involving multiplying and adding 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.	• 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 •solve simple measure and money problems involving fractions and decimals to two decimal places	solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days			Pupils should be taught to: • solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.
Phase 1 inc Year 3	• count in multiples 25 and 1000 • find 1000 more or less than a given number • recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) • identify, represent and estimate numbers using different representations • round any number to the nearest 10, 100	• estimate and use inverse operations to check answers to a calculation	• use place value, known and derived facts to multiply and divide mentally	• recognise and show, using diagrams • find the effect of dividing a one- or two-digit number by 10 and 100 • add and subtract fractions with the same denominator • round decimals with one decimal place to the nearest whole number	• measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres • estimate, compare and calculate different measures, including money in pounds and pence	• compare and classify geometric shapes, based on their properties and sizes identify acute and obtuse angles • complete a simple symmetric figure with respect to a specific line of symmetry	• describe positions on a 2-D grid as coordinates in the first quadrant	• interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs
Phase 2	• count in multiples **of 6,** 25 and 1000 • count backwards through zero to include negative numbers • order and compare numbers beyond 1000 • round any number to the nearest 10, 100 **or 1000**	• add and subtract numbers with up to 4 digits	• recall 2/3/4/5/6/8 multiplication and division facts for multiplication tables • use place value, known and derived facts to multiply and divide mentally, **including:** ∗ **multiplying by 0 and 1** ∗ multiply two-digit and three-digit numbers by a one-digit number	• recognise and show, using diagrams, **families of common equivalent fractions** • recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten. • 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** • solve simple measure and money problems involving fractions	• **estimate, compare and calculate different measures,** including money in pounds and pence • read, write and convert time between analogue and digital 12 and 24-hour clocks	• compare andclassify geometric shapes, including **quadrilaterals** based on their properties and sizes • identify lines of symmetry in 2-D shapes presented in different orientations	• describe movements between positions as translations of a given unit to the left/right and up/down	
Phase 3	• counts in multiples of 6, **7, 9,** 25 and 100 • 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.	• add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate	• 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** • 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.	• count up and down in hundredths • recognise and write decimal equivalents of any number of tenths or hundredths • recognise and write decimal equivalents to 1/4; 1/2; 3/4 • identifying the value of the digits in the answer as ones, tenths **and hundredths** • 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.**	• solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.	• compare and classify geometric shapes, including quadrilaterals **and triangles,** based on their properties and sizes • identify acute and obtuse angles **and compare and order angles up to two right angles by size**	• plot specified points and draw sides to complete a given polygon.	