

## Mathematics Overview – Year 4



Unit 1 - Place value       Unit 2 - Addition and subtraction       Unit 3 - Measurement       Unit 4 - Multiplication and of the subtraction         • count in multiples of 6, 7, 9, 25 and 1000       • add and subtract numbers with up to 4 digits using the formal of measure [for example, find 1000 more or less than a       • add and subtract numbers with up to 4 digits using the formal written methods of columnar       • Convert between different units of measure [for example, kilometre to metre; hour to       • recall multiplication and facts for multiplication to 12 × 12	division a bles up
and 1000 up to 4 digits using the formal of measure [for example, facts for multiplication	a bles up
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<ul> <li>Induction of the oncept of zero and place value.</li> <li>Induction of the oncept of zero and place value.</li> <li>Induction and subtraction whether appropriate</li> <li>Induction and subtraction whether approprime whether approprime whether appropri</li></ul>	vand ng: lividing er three r pairs ental g including w to ers by g ms such

	Unit 1 – Multiplication and division	Unit 2 – Measurement (area)	Unit 3-Fractions	Unit 4 – Fractions (decimals)	
Spring term	<ul> <li>recall multiplication and division facts for multiplication tables up to 12 × 12</li> <li>recognise and use factor pairs and commutativity in mental calculations</li> <li>multiply two-digit and three- digit numbers by a one-digit number using formal written layout</li> </ul>	Find the area of rectilinear shapes by counting squares	<ul> <li>recognise and show, using diagrams, families of common equivalent fractions</li> <li>add and subtract fractions with the same denominator</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>count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten</li> </ul>	<ul> <li>recognise and write decimal equivalents of any number of tenths or hundredths</li> <li>recognise and write decimal equivalents to half, quarter and three quarters.</li> <li>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</li> </ul>	
Summer term	<ul> <li>Unit 1 – Fractions (decimals)</li> <li>round decimals with one decimal place to the nearest whole number</li> <li>compare numbers with the same number of decimal places up to two decimal places</li> </ul>	<ul> <li>Unit 2 – Me as urement (money)</li> <li>solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.</li> <li>solve simple measure and money problems involving fractions and decimals to two decimal places</li> </ul>	<ul> <li>Unit 3 - Time</li> <li>read, write and convert time between analogue and digital 12- and 24-hour clocks</li> <li>Convert between different units of measure [eghour to minute]</li> <li>•</li> </ul>	<ul> <li>Unit 4 – Statistics</li> <li>interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</li> <li>solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.</li> </ul>	<ul> <li>Unit 5 – Shape, position and direction</li> <li>compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes</li> <li>identify a cute and obtuse angles and compare and order angles up to two right angles by size</li> <li>identify lines of symmetry in 2-D shapes presented in different orientations</li> <li>complete a simple symmetric figure with respect to a specific line of symmetry.</li> <li>describe positions on a 2-D grid as coordinates in the first quadrant</li> <li>des cribe movements between positions as translations of a given unit to the left/right and up/down</li> <li>plot specified points and draw sides to complete a given polygon.</li> </ul>