



Year 4

Maths Overview



	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Mental Objectives
Autumn	Number (Place Value)				Number – Addition and Subtraction			Measurement – length and perimeter	Number – Multiplication and Division			Assessment and consolidation	Measurement - area	<ul style="list-style-type: none">◦ statistics – data handling◦ Properties of shape◦ Time◦ Money◦ Simple fractions◦ times tables rapid recall
Spring	Number – Multiplication and Division			Fractions				Decimals			Assessment and consolidation	Measurement - money	<ul style="list-style-type: none">◦ Properties of shape◦ Arithmetic- fluent in 5◦ Co-ordinates◦ Translation◦ negative numbers◦ place value	
Summer	Decimals		Time		Statistics		Geometry – Properties of shape		Geometry – Position and direction		Assessment and consolidation		<ul style="list-style-type: none">◦ arithmetic – fluent in 5◦ place value – ordering and rounding◦ area and perimeter◦ fractions◦ money	

Autumn Term

Block 1: Place Value

- Count in multiples of 6, 7, 9, 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)
- Order and compare numbers beyond 1000
- Identify, represent and estimate numbers using different representations.
- Round any number to the nearest 10, 100 or 1000
- Solve number and practical problems that involve all of the above and with increasingly large positive numbers.
- Count backwards through zero to include negative numbers.

Block 2: Addition and subtraction

- Add and subtract numbers with up to 4 digits using a formal written method
- Estimate and use inverse operations to check answers to calculations.
- Solve addition and subtraction two-step problems in context, deciding on which operation and method to use and why.

Block 3: Measurement - Length and perimeter

- Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
- Convert between different units of measure [for example, kilometre to metre]

Block 4: Multiplication and Division

- Recall and use multiplication and division facts for multiplication tables up to 12×12 .
- Count in multiples of 6, 7, 9, 25 and 1000
- 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.
- 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..

Block 5: Measurement - area

- Find the area of rectilinear shapes by counting squares.

Spring Term

Block 1: 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.

Block 2: 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.

Block 3: Decimals

- Recognise and write decimal equivalents of any number of tenths or hundredths.
- 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
- Solve simple measure and money problems involving fractions and decimals to two decimal places.
- Convert between different units of measure [for example, kilometre to metre]

Block 4: 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.

Summer Term

Block 1: Decimals

- Compare numbers with the same number of decimal places up to two decimal places.
- Round decimals with one decimal place to the nearest whole number.

- Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$
- 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

Block 2: Time

- Convert between different units of measure [for example, kilometre to metre; hour to minute]
- 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.

Block 3: 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.

Block 4: 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 sizes.
- 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.

Block 5: Geometry – position and direction

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