

Year 4 Maths 2016-2017

| Week No | Content Domain and Reference |
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| 1 and 2 | 4N1 - count in multiples of 6, 7,9, 25 and 1000 4N2a - order and compare numbers beyond 1000 4N2b - find 1000 more or less than a given number 4N3a - recognise the place value of each digit in a four digit number (thousands, hundreds, tens and ones) 4N6 - solve number and practical problems that involve 4N1–4N5 and with increasingly large positive numbers |
| 3, 4 and 5 | 4C2 - add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate 4C3 - estimate and use inverse operations to check answers to a calculation 4C4 - solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why |
| 6 | 4M4a - read, write and convert time between analogue and digital 12-hour clocks 4M4b - read, write and convert time between analogue and digital 24-hour clocks 4M4c - solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days |
| Project Week - Statistics | |
| 7 and 8 | 4C6a - recall multiplication facts for multiplication tables up to 12×12 4C6b - use place value, known and derived facts to multiply mentally, including: multiplying by 0 and 1; multiplying together three numbers 4C7 - multiply two-digit and three-digit numbers by a one-digit number using formal written layout 4C8 - 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 |
| 9 and 10 | 4C6a - recall division facts for multiplication tables up to 12×12 4C6b - use place value, known and derived facts to divide mentally, including: dividing by 1 (Including division of 2 and 3 digit numbers by a single digit) |
| 11 and 12 | 4F1 - count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten 4F2 - recognise and show, using diagrams, families of common equivalent fractions 4F4 - add and subtract fractions with the same denominator 4F10a - 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 |
| 13 and 14 | 4N3b - 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 4N4a - identify, represent and estimate numbers using different representations 4N4b - round any number to the nearest 10, 100 or 1000 4N5 - count backwards through zero to include negative numbers |
| 15 and 16 | 4M7a - measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres 4M7b - find the area of rectilinear shapes by counting squares (revise formal multiplication and addition through area and perimeter remembering that children are not to be formally introduced to the formula for area until year) |
| 17 and 18 | 4F6a - recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ 4F6b - recognise and write decimal equivalents of any number of tenths or hundredths 4F9 - 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 4F10b - solve simple measure and money problems involving fractions and decimals to two decimal places |

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| 19 and 20 | <p>4S1 - interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs</p> <p>4S2 - solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs</p> |
| 21 and 22 | <p>4G2a - compare and classify geometric shapes, including quadrilaterals and triangles based on their properties and sizes</p> <p>4G2b - identify lines of symmetry in 2-D shapes presented in different orientations</p> <p>4G2c - complete a simple symmetric figure with respect to a specific line of symmetry</p> <p>4G4 - identify acute and obtuse angles and compare and order angles up to two right angles by size</p> |
| 23 and 24 | <p>4P2 - describe movements between positions as translations of a given unit to the left / right and up / down</p> <p>4P3a - describe positions on a 2-D grid as co-ordinates in the first quadrant</p> <p>4P3b - plot specified points and draw sides to complete a given polygon</p> |
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| 25 and 26 | <p>4C6b - 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</p> <p>4C6c - recognise and use factor pairs and commutativity in mental calculations</p> <p>4C7 - multiply two-digit and three-digit numbers by a one-digit number using formal written layout</p> <p>4C8 - 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 (include division of 2 and 3 digit numbers by a single digit number)</p> |
| 27 and 28 | <p>4F6b - recognise and write decimal equivalents of any number of tenths or hundredths</p> <p>4F7 - round decimals with one decimal place to the nearest whole number</p> <p>4F8 compare numbers with the same number of decimal places up to two decimal places</p> <p>4F9 - 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</p> <p>4F10b - solve simple measure and money problems involving fractions and decimals to two decimal places</p> |
| 29 and 30 | <p>4M1 - compare different measures, including money in pounds and pence</p> <p>4M2 - estimate different measures, including money in pounds and pence</p> <p>4M4c - solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days</p> <p>4M5 - convert between different units of measurement [e.g. kilometre to metre; hour to minute]</p> <p>4M9 - calculate different measures, including money in pounds and pence</p> |
| 31 and 32 | |
| 33 and 34 | |
| 35 and 36 | |
| Project Week | |