



Reinwood Junior School Key Performance Indicators and Standards 2016/2017

Year 4 Maths

Key performance indicator	Performance standard
<p>Number and Place Value Counts in multiples of six, seven, nine, 25 and 1,000 Counts backwards through zero to include negative numbers Orders and compares numbers beyond 1,000 Rounds any number to the nearest 10, 100 or 1,000</p> <p>Addition and subtraction Solves addition and subtraction two-step problems in context, deciding which operations and methods to use and why Adds and subtracts numbers with up to 4 digits, including numbers with decimal points using formal written methods</p> <p>Multiplication and division Recalls multiplication and division facts for multiplication tables up to 12 x 12 Multiplies 2 and 3 digit numbers by a single digit number using a formal written method</p> <p>Fractions (including decimals) Recognises and shows, using diagrams, families of common equivalent fractions Counts up and down in hundredths; recognises that hundredths arise when dividing an object by 100 and dividing tenths by 10 Rounds decimals with one decimal place to the nearest whole number</p>	<p>By the end of Y4, a child should be fluent with whole numbers and the four operations, including number facts and the concept of place value</p> <p>A child will be developing efficient written and mental methods and performing calculations accurately with increasingly large whole numbers</p> <p>A child can:</p> <ul style="list-style-type: none"> • solve a range of problems including those with simple fractions and decimal place value; • draw shapes with accuracy using mathematical reasoning and analyse shapes and their properties, confidently describing the relationships between them; • use measuring instruments accurately, making connections between measure and number; • recall the multiplication tables up to and including the 12 multiplication table and show precision and fluency in the work; and • read and spell mathematical vocabulary correctly and confidently using a growing word reading knowledge and a knowledge of spelling.

Solves simple measure and money problems involving fractions and decimals to two decimal places

Measurement

Converts between different units of measure eg kilometre to metre;
hour to minute

Measures and calculates the perimeter of a rectilinear shape

Reads, writes and converts between analogue and digital 12 hour and 24
hour clocks

Geometry: properties of shape

Compares and classifies geometric shapes, including quadrilaterals and
triangles, based on their properties and sizes

Identifies lines of symmetry in two dimensional shapes presented in
different orientations

Geometry: position and direction

Plots specified points and draws sides to complete a given polygon

Statistics

Solves comparison, sum and difference problems using information
presented in bar charts, pictograms, tables and other graphs