Year 4 Maths Curriculum Name:		
Numbers and the number system		
count in multiples of 6, 7, 9, 25 and 1000		
find 1000 more or less than a given number		
count backwards through zero to include negative numbers	<u> </u>	
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	<mark></mark>	
solve number and practical problems that involve all of the above and with increasingly large positive numbers	<mark></mark>	
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 Addition and subtraction		
add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and		
subtraction where appropriate		
estimate and use inverse operations to check answers to a calculation		
solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use		
and why		
Multiplication and division		
recall 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.		
Fractions and decimals		
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		
recognise and write decimal equivalents of any number of tenths or hundredths		
recognise and write decimal equivalents to ¼, ½, ¾		
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		
round decimals with one decimal place to the nearest whole number		
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.		
Measurement		
Convert between different units of measure [for example, kilometre to metre; hour to minute]		
measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres		
find the area of rectilinear shapes by counting squares		
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		
solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to		
days.		
Geometry		
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		
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. describe positions on a 2-D grid as coordinates in the first quadrant		
describe movements between positions as translations of a given unit to the left/right and up/down		
plot specified points and draw sides to complete a given polygon.		
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		