

Year 4 Maths Curriculum



Autumn

Key Vocab

Place Value

Ones, tens, hundreds, thousands, Digit, numeral, number, Ascending, descending, Greater than ($>$), less than ($<$), equal to ($=$), Rounding, nearest, Partition, order, Negative numbers

Addition & Subtraction

Addition, subtraction, Total, sum, difference, Estimate, strategy,, efficient, accurate, Column method, More than ($>$), less than ($<$)

Area

Length, width, Area, unit, Square, rectangle, rectilinear shape, Greatest, least

Multiplication & Division

Multiply (\times), divide (\div), Multiplication fact, division fact, Array, groups of,, lots of, Factor, factor pair, Remainder, Commutative

Key Skills

Number: Place Value

- Read and write numbers up to 10,000 in numerals and words.
- Count forwards and backwards in multiples of 6, 7, 9, 25 and 1,000.
- Count backwards through 0 to include negative numbers.
- Recognise the place value of each digit in 4-digit numbers (thousands, hundreds, tens, ones).
- Compare and order numbers up to 10,000.
- Identify, represent and estimate numbers using number lines and other representations.
- Round numbers to the nearest 10, 100 and 1,000.
- Find 1,000 more or less than a given number.
- Solve problems involving place value.

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- Read Roman numerals to 100 and know that over time, the numeral system changed to include the concept of 0 and place value.

Number: Addition and Subtraction

- Add and subtract numbers with up to 4 digits using efficient written methods.
- Use column addition and subtraction with appropriate exchange.
- Estimate and check answers using inverse operations.
- Solve two-step problems involving addition and subtraction, deciding which operations to use.

Measurement: Area

- Understand area as a measure of surface.
- Find the area of rectilinear shapes by counting squares.
- Calculate the area of rectangles using multiplication.
- Solve practical problems involving area.

Number: Multiplication and Division

- Recall multiplication and division facts up to 12×12 .
- Multiply and divide by 1 and 0.
- Use place value and known facts to multiply and divide mentally including by multiplying 3 numbers.
- Recognise and use factor pairs.
- Solve problems involving multiplication and division, including missing number problems

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Spring

Key Vocab

Multiplication & Division

multiply (\times), divide (\div), times-table, array, factor, factor pair, multiple, remainder, commutative, partition, bar model, part-whole model

Length & Perimeter

length, width, perimeter, distance, rectangle, square, rectilinear shape, centimetre (cm), metre (m), kilometre (km), equivalent to

Fractions

Fraction, numerator, denominator, equivalent fractions, simplify, simplest fraction, unit fraction, non-unit fraction, mixed number, improper fraction, fraction of an amount, tenths, hundredths

Decimals

Decimal, decimal point, tenths, hundredths, decimal place, greater than ($>$), less than ($<$), equal to ($=$), order, rounding, convert

Key Skills

Number: Multiplication and Division

- Recall multiplication and division facts up to 12×12 .
- Multiply and divide 2-digit and 3-digit numbers by a 1-digit number using formal written methods.
- Use factor pairs and place value to multiply and divide mentally.
- Solve problems involving multiplication and division, including multi-step problems.
- Understand and use the relationship between multiplication and division to check calculations.

Measurement: Length and Perimeter

- Convert between different units of measure (mm, cm, m, km).
- Measure and calculate perimeter of rectangles and other rectilinear shapes.
- Solve practical problems involving length and perimeter.

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Number: Fractions

- Recognise and show equivalent fractions including the use of diagrams.
- Count up and down in hundredths and recognize that hundredths arise when dividing an object by 100 and dividing tenths by 10.
- Compare and order fractions with the same and different denominators.
- Add and subtract fractions with the same denominator.
- Solve problems involving fractions of amounts to calculate quantities and fractions to divide quantities, including non unit fractions where the answer is a whole number.
- Add and subtract fractions with same denominator.
- Begin to understand fractions greater than 1.

Number: Decimals

- Begin to understand hundredths and tenths in real-life contexts
- Recognise and write decimal equivalents of any number of tenths or hundredths..

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Summer

Key Vocab

Decimals

Decimal, Decimal point, Decimal place, Tenths, Hundredths, Decimal fraction, Decimal equivalent, Integer, Negative / positive number

Money

Pounds (£), Pence (p), Value, Total, Estimate, Compare, Difference

Time

Seconds, Minutes, Hours, Analogue, Digital, AM / PM, Duration, Interval

Properties of Shape

Angle, Right angle, Acute, Obtuse, Symmetry, Line of symmetry, Polygon, Quadrilateral, Vertex/vertices, Edge, Face

Statistics

Data, Table, Tally, Chart, Bar chart, Line graph, Axis (x-axis, y-axis), Interpret, Compare, Analyse

Position & Direction

Position, Direction, Coordinates, Grid, Horizontal, Vertical, Move, Translate / translation, Rotation, Clockwise / anticlockwise

Key Skills

Number: Decimals

- Recognise and write decimal equivalents of fractions with denominators 2, 4, 5, 10.
- Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$

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- Find the effect of dividing a 1 or 2 digit number by 10 and 100.
- Round decimals with 1 decimal place to the nearest whole number.
- Compare and order decimals up to two decimal places.
- Solve problems involving fractions and decimals including problems involving measures and money.
- Add and subtract fractions with the same denominator.

Measurement: Money and Time

- Estimate and solve problems involving money, including giving change.
- Convert between different units of time (seconds, minutes, hours, days).
- Calculate durations and intervals of time.
- Read, write and convert time between analogue and digital 12 and 24 hour clocks.
- Estimate, compare and calculate different measures problems involving money in pounds and pence.
- Solve problems involving all durations of time.

Geometry: Properties of Shape and Position

- Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.
- Identify and classify 2D shapes based on properties.
- Identify and classify 3D shapes based on faces, edges, and vertices.
- Recognise and draw lines of symmetry in 2D shapes presented in different orientations.
- Complete a simple symmetric figure with one line of symmetry.
- Identify acute and obtuse angles and compare and order angles up to 2 right angles by size.
- Describe positions on a 2D grid using coordinates.
- Plot points and solve problems using coordinates in the first quadrant.
- Describe movements between positions as translations of a given unit to the left/right and up/down.
- Plot specific points and draw side to complete a given polygon.

Statistics

- Interpret and present discrete and continuous data using graphs, bar charts, pictograms, and tables.
- Solve one-step and two-step problems using information presented in charts and tables.
- Ask and answer questions about data, making comparisons and inferences.