# Year 4 Curriculum Map – Maths

## Number and Calculation

During key stage 2 pupils use the number system more confidently. They move from counting reliably to calculating fluently with all four number operations. They always try to tackle a problem with mental methods before using any other approach. Pupils explore features of shape and space and develop their measuring skills in a range of contexts. They discuss and present their methods and reasoning using a wider range of mathematical language, diagrams and charts.

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<thead>
<tr>
<th>Half Term 1</th>
<th>Half Term 2</th>
<th>Half Term 3</th>
<th>Half Term 4</th>
<th>Half Term 5</th>
<th>Half Term 6</th>
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<tbody>
<tr>
<td>Numbers to 5000</td>
<td>Numbers to 10,000 (Place Value)</td>
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<td>Calculation – Addition and Subtraction</td>
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### Concrete and Historical
- Identify, represent and estimate numbers using different representations.
- Read and write numbers above in digits and words.
- Compare and order numbers. Use < > = signs.

### Number and Place Value
- Read and write numbers above in digits and words.
- Compare and order numbers. Use < > = signs.
- Recognise place value of Ten thousands, ThHTU.

### Count, read and write numbers
- Count backwards through zero to include negative numbers.
- Count in 10s, 100s and 1000s forwards and back.
- Round any number to the nearest 10.

### Addition and Subtraction - solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.
- Count in 10s, 100s and 1000s forwards and back.
- Count in 25s forwards and back.
- Count in 6s, 7s and 9s forwards and back.

### Add and subtract 4-digit numbers using column method.
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### Estimate and use inverse operations to check.
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### Multiplication and Division – solve problems involving dividing and adding, including using the distributive law and harder multiplication problems such as which n objects are connected to m objects.
- Recall tables facts – 2, 3, 4, 5, 8, 10x tables.
- Recall X and ÷ facts for all tables up to 12x12.
- Recall X and ÷ facts for all tables up to 12x12 and recognise multiples up to 12x12.

### Round numbers and decimals.
- Round any number to the nearest 10.
- Round any number to the nearest 10.
- Round any number to the nearest 100.
- Round any number to the nearest 100.
- Round any number to the nearest 1000.

### Decimals - solve simple measure and money problems involving fractions and decimals to two decimal places.
- 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 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths.

### Fractions – 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.
- Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.
- Recognise and show using diagrams, families of common equivalent fractions.
- Add and subtract fractions with the same denominator.

### 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.
- Round decimals with one decimal place to the nearest whole number.

### Recognise, find and write fractions of a discrete set of objects; unit fractions and non-unit fractions with small denominators.
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<td>Money Shape</td>
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<td>Measurement – Area and Perimeter</td>
<td>Time Position and Direction</td>
<td>Capacity</td>
<td>Mass</td>
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**Measurement – Money** - solve simple measure and money problems involving fractions and decimals to two decimal.

- Estimate, compare and calculate different measures, including money in pounds and pence.
- Solve simple problems in a practical context involving addition and subtraction of money using pounds and pence including giving change.

**Measurement – Units of Measure** - Solve Simple problems involving units of measure and area and perimeter.

- Choose and use appropriate standard units to estimate and measure add, subtract and compare length/height in any direction (m/cm) using rulers, tape measures, metre sticks. Convert between units of measure.
- Find the area of rectilinear shapes by counting.
- Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres.
- Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.
- Read, write and convert time between analogue and digital 12 and 24-hour clocks.

**Geometry – Shape, Position and Direction**

- Identify and name regular and irregular polygons (as year 3 as well as quadrilaterals and equilateral, isosceles, scalene and right angle triangles).
- Identify lines of symmetry in 2-D shapes presented in different orientations.
- Describe positions on a 2-D grid as coordinates in the first quadrant.
- Post 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.
- Identify acute and obtuse angles and compare and order angles up to two right angles by size.
- Complete a simple symmetric figure with respect to a specific line of symmetry.

**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.