

Year 4

Year 4	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Autumn	Number: Place Value and rounding CSM 111-119 [KEY] Count in multiples of 6, 7, 9, 25 and 1000. Find 1000 more or less than a given number. Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones). [KEY] Order and compare numbers beyond 1000 Solve number and practical problems that involve rounding, ordering and exploring negative numbers and with increasingly large positive numbers.			Number: 4 operations & problem solving CSM 120-129 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. [KEY] Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. [KEY] 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 .Use place value, known and derived facts to multiply and divide mentally, including: Dividing by 1. Use place value, known and derived facts to multiply and divide mentally, including: multiplying together three numbers. 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.				Geometry: Properties of shape/Angles CSM 147-148 [KEY] 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.		Number: Fractions CSM 130-133 [KEY] Recognise and show, using diagrams, families of common equivalent 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. Add and subtract fractions with the same denominator.		Measure ment: Mass and Capacity CSM 144 Estimate, compare and calculate different measures, including money in pounds and pence	Measure ment: Time CSM 145-146 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: Properties of shape Symmetry CSM 149-150 [KEY] 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.
	Spring	Measure ment: Length & Perimeter CSM 141-142 [KEY] Convert between different units of measure	Number: Multiply/divide by 10 or 100 Negative numbers & Roman Numerals CSM 136 CSM 113, 118 CSM 119		Number: Decimals CSM 134-140 Recognise and write decimal equivalents of any number of tenths or hundredths. Recognise and write decimal equivalents to 1/4, 1/2, 3/4.		Statistics CSM 154-155 Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts	Number: Factor pairs CSM 127 Recognise and use factor pairs	Number: Division CSM 123-127 [KEY] 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		Measure ment: Time CSM 145-146 Read, write and convert time between analogue and digital 12- and	Number : Fraction s CSM 130-133 [KEY] Recognise and show, using diagrams, families of common		

	[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 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. [KEY] Count backwards through zero to include negative numbers. Solve number and practical problems that involve rounding, ordering and exploring negative numbers and with increasingly large positive numbers.	[KEY] 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. [KEY] Solve simple measure and money problems involving fractions and decimals to two decimal places.	and time graphs. [KEY] Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.	and commutativity in mental calculations	.Use place value, known and derived facts to multiply and divide mentally, including: Dividing by 1. Use place value, known and derived facts to multiply and divide mentally, including: multiplying together three numbers. Divide two-digit and three-digit numbers by a one-digit number	24-hour clocks. Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.	equivalent 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. Add and subtract fractions with the same denominator.			
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Summer	Number: Decimals CSM 134-140 [KEY] Solve simple measure and money problems involving fractions and decimals to two decimal places. [KEY] Round decimals with one decimal place to the nearest whole number.	Measurement: Length, perimeter & Area CSM 141-142 Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. Find the area of rectilinear shapes by counting squares.	Measurement: Time CSM 145-146 Read, write and convert time between analogue and digital 12- and 24-hour clocks.	Geometry: position & Direction CSM 151+153 Coordinates [KEY] Plot specified points and draw sides to complete a given polygon.	Number: 4 operations Negative numbers and money CSM 144 CSM 113, 118 CSM 122, 129 [KEY] Count backwards through zero to include negative numbers. [KEY] Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.	Geometry: Properties of shapes /Angles CSM 147-148 [KEY] Compare and classify geometric shapes, including quadrilaterals and triangles, based on their	Consolidation including fractions and decimals CSM 130-140 [KEY] Round decimals with one decimal place to the nearest whole number 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. [	Geometry: Translation CSM 152 Describe movements between positions as translations of a given unit to the left/right and up/down.	
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	Compare numbers with the same number of decimal places up to two decimal places. Recognise and write decimal equivalents of any number of tenths or hundredths. Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$.		Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.	Describe positions on a 2-D grid as coordinates in the first quadrant.	Solve number and practical problems that involve rounding, ordering and exploring negative numbers and with increasingly large positive numbers. Estimate, compare and calculate different measures, including money in pounds and pence. 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.	properties and sizes. Identify acute and obtuse angles and compare and order angles up to two right angles by size.			
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Key Learning

- Become increasingly fluent with whole numbers and the four operations, including number facts and the concept of place value.
- Develop efficient written and mental methods and perform calculations accurately with increasingly large whole numbers.
 - Solve a range of problems, including with simple fractions and decimal place value.
 - Develop mathematical reasoning so they can analyse a range of concepts.
- Recall and use multiplication and division facts for multiplication tables up to 12×12 .
 - Read and spell mathematical vocabulary correctly and confidently.

Cultural Capital

Opportunity to transfer mathematical knowledge, conceptual understanding and mathematical skills through Educational Visits
 Maths Outside the Classroom opportunities taken around the school grounds, especially geometry and measurement.
 By creating meaningful contexts for pupils to understand and apply their learning.
 By creating opportunities for pupils to solve a range of problems in real life and abstract contexts.

Vocational Links

Link to Super 7: (Scientist AND Mathematics) vocational links CAD work

Essential Vocabulary

numeral
sequence predict
estimate
addition sum total
subtraction
difference between
equals
multiplication factor
product division
dividend divisor
quotient inverse
perimeter convert

factor
product
dividend divisor
quotient area
rectilinear fraction
numerator denominator
fraction
numerator
denominator decimal
decimal fraction
equivalent
angle acute
obtuse compare

decimal
decimal fraction
decimal point
equivalent
money cost
time
hour
minute second
survey
questionnaire corner side
polygon
edge
vertex / vertices horizontal vertical diagonal