

Year 4	Spring 1
Prior Learning	Key Vocabulary
Objectives:	When else will objective be covered
<u>Number and Place Value</u> 1. Count in multiples of 6, 7, 9, 25 and 1000 2. Count backwards through zero to include negative numbers 3. Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) 4. Identify, represent and estimate numbers using different representations 5. Solve number and practical problems that involve all of the above and with increasingly large positive numbers	Core Objective Core Objective Core Objective Core Objective Core Objective
<u>Addition and Subtraction</u> 6. Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate 7. Estimate and use inverse operations to check answers to a calculation 8. Solve addition and subtraction two-step problem in contexts, deciding which operations and methods to use and why.	Core Objective Core Objective Core Objective
<u>Multiplication and Division</u> 9. Recall multiplication and division facts for multiplication tables up to 12 x 12 10. Use place value, known and derived facts to multiply and divide mentally including multiplying by 10 and 100; multiplying together three numbers 11. Recognise and use factor pairs and commutativity in mental calculations 12. Multiply two-digit and three-digit numbers by a one digit number using formal written layout 13. Solve problems involving multiplying and dividing 14. Solve problems 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.	Core Objective Autumn 2, Summer 1  Spring 2, Summer 2 Core Objective Core Objective Autumn 1, Summer 2
<u>Fractions</u> 15. Recognise and show, using diagrams, families of common equivalent fractions 16. Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten 17. 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 18. 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 one, tenths and hundredths 19. Solve simple measure and money problems involving fractions and decimals or two decimal places.	Autumn 1 Autumn 2 Core Objective  Core Objective  Core Objective
<u>Measurement</u> 20. Convert between different units of measure [for example, kilometre to metre; hour to minute] 21. Find the area of rectilinear shapes by counting squares 22. Estimate, compare and calculate different measures, including money in pounds and pence 23. Read, write and convert time between analogue and digital 12- and 24-hour clocks	Core Objective Spring 2 Core Objective Core Objective
<u>Geometry</u> 24. Identify lines of symmetric figure with respect to a specific line of symmetry	Autumn 2
<u>Statistics</u> 25. Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs	Core Objective

<u>Geometry – position and direction</u> 26. Describe positions on a 2-D grid as coordinates in the first quadrant 27. Describe movements between position as translations of a given unit to the left/right and up/down 28. Plot specified points and draw sides to complete a given polygon	Spring 2, Summer 1 Spring 2, Summer 1 Spring 2, Summer 1
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Year 4	Spring 2
<b>Prior Learning</b>	<b>Key Vocabulary</b>
<b>Objectives:</b>	<b>When else will objective be covered</b>
<u>Number and Place Value</u> 1. Count in multiples of 6, 7, 9, 25 and 1000 2. Count backwards through zero to include negative numbers 3. Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) 4. Order and compare numbers beyond 1000 5. Identify, represent and estimate numbers using different representations 6. Round any number to the nearest 10, 100 or 1000 7. Solve number and practical problems that involve all of the above and with increasingly large positive numbers 8. 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	Core Objective Core Objective Core Objective Autumn 1 Core Objective Autumn 2 Core Objective
<u>Addition and Subtraction</u> 9. Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate 10. Estimate and use inverse operations to check answers to a calculation 11. Solve addition and subtraction two-step problem in contexts, deciding which operations and methods to use and why.	Core Objective Core Objective Core Objective
<u>Multiplication and Division</u> 12. Recall multiplication and division facts for multiplication tables up to 12 x 12 13. Recognise and use factor pairs and commutatively in mental calculations 14. Multiply two-digit and three-digit numbers by a one digit number using formal written layout 15. Solve problems involving multiplying and dividing	Core Objective Spring 1, Summer 2 Core Objective Core Objective
<u>Fractions</u> 16. 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 17. Add and subtract fractions with the same denominator 18. Recognise and write decimal equivalents of any number of tenths or hundredths 19. Recognise and write decimal equivalents to $\frac{1}{4}$ , $\frac{1}{2}$ , $\frac{3}{4}$ 20. 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 one, tenths and hundredths 21. Round decimals with one decimal place to the nearest whole number 22. Compare numbers with the same number of decimal places up to two decimal places 23. Solve simple measure and money problems involving fractions and decimals or two decimal places.	Core Objective  Autumn 2, Summer 2 Autumn 2, Summer 2 Autumn 2, Summer 2 Core Objective  Autumn 2, Summer 1 Autumn 2, Summer 1 Core Objective

<p><u>Measurement</u></p> <p>24. Convert between different units of measure [for example, kilometre to metre; hour to minute]</p> <p>25. Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</p> <p>26. Find the area of rectilinear shapes by counting squares</p> <p>27. Estimate, compare and calculate different measures, including money in pounds and pence</p> <p>28. Read, write and convert time between analogue and digital 12- and 24-hour clocks</p>	<p>Core Objective</p> <p>Autumn 2</p> <p>Spring 1</p> <p>Core Objective</p> <p>Core Objective</p>
<p><u>Geometry - properties of shapes</u></p> <p>29. Identify acute and obtuse angles and compare and order angles up to two right angles by size</p> <p>30. Complete a simple symmetric figure with respect to a specific line of symmetry</p>	<p>Summer 1</p> <p>Summer 2</p>
<p><u>Geometry – position and direction</u></p> <p>31. Describe positions on a 2-D grid as coordinates in the first quadrant</p> <p>32. Describe movements between position as translations of a given unit to the left/right and up/down</p> <p>33. Plot specified points and draw sides to complete a given polygon</p>	<p>Spring 1, Summer 1</p> <p>Spring 1, Summer 1</p> <p>Spring 1, Summer 1</p>
<p><u>Statistics</u></p> <p>34. Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs</p>	<p>Core Objective</p>