

## Year 4 Maths Objectives

### Place Value

COUNTING	count backwards through zero to include negative numbers count in multiples of 6, 7, 9, 25 and 1000 find 1000 more or less than a given number
COMPARING NUMBERS	order and compare numbers beyond 1000 <i>compare numbers with the same number of decimal places up to two decimal places</i>
ESTIMATING	identify, represent and estimate numbers using different representations
READING & WRITING NUMBERS	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.
UNDERSTANDING PLACE VALUE	recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) <i>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 units, tenths and hundredths</i>
ROUNDING	round any number to the nearest 10, 100 or 1 000 <i>round decimals with one decimal place to the nearest whole number</i>
PROBLEM SOLVING	solve number and practical problems that involve all of the above and with increasingly large positive numbers

### Addition & Subtraction

WRITTEN METHODS	add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate
CHECKING ANSWERS	estimate and use inverse operations to check answers to a calculation
PROBLEM SOLVING	solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why

### Multiplication & Division

MULTIPLICATION & DIVISION FACTS	<i>count in multiples of 6, 7, 9, 25 and 1000</i> recall multiplication and division facts for multiplication tables up to $12 \times 12$
MENTAL CALCULATION	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 (appears also in Properties of Numbers)
WRITTEN CALCULATION	multiply two-digit and three-digit numbers by a one-digit number using formal written layout
PROPERTIES OF NUMBERS	recognise and use factor pairs and commutativity in mental calculations (repeated)
PROBLEM SOLVING	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
CHECKING ANSWERS	<i>estimate and use inverse operations to check answers to a calculation</i>

## Algebra

FORMULAE	<i>Perimeter can be expressed algebraically as <math>2(a + b)</math> where a and b are the dimensions in the same unit.</i>
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## Fractions (including decimals & percentages)

COUNTING IN FRACTIONAL STEPS	count up and down in hundredths
RECOGNISING FRACTIONS	recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten
COMPARING DECIMALS	compare numbers with the same number of decimal places up to two decimal places
ROUNDING	round decimals with one decimal place to the nearest whole number
EQUIVALENCE	recognise and show, using diagrams, families of common equivalent fractions recognise and write decimal equivalents of any number of tenths or hundredths recognise and write decimal equivalents to $\frac{1}{4}$ ; $\frac{1}{2}$ ; $\frac{3}{4}$
ADDITION & SUBTRACTION OF FRACTIONS	add and subtract fractions with the same denominator
MULTIPLICATION & DIVISION OF DECIMALS	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
PROBLEM SOLVING	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 solve simple measure and money problems involving fractions and decimals to two decimal places.

## Geometry: Position & Direction

POSITION, DIRECTION & MOVEMENT	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
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## Geometry: Properties of shape

IDENTIFYING SHAPES & THEIR PROPERTIES	identify lines of symmetry in 2-D shapes presented in different orientations Recognise clockwise, anti-clockwise.
DRAWING & CONSTRUCTING	complete a simple symmetric figure with respect to a specific line of symmetry
COMPARING &	compare and classify geometric shapes, including quadrilaterals and

CLASSIFYING	triangles, based on their properties and sizes
ANGLES	identify acute and obtuse angles and compare and order angles up to two right angles by size

## Measurement

COMPARING & ESTIMATING	estimate, compare and calculate different measures, including money in pounds and pence
MEASURING & CALCULATING	estimate, compare and calculate <b>different measures</b> , including <b>money in pounds and pence</b> measure and calculate the <b>perimeter</b> of a rectilinear figure (including squares) in centimetres and metres find the area of rectilinear shapes by counting squares
TELLING THE TIME	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
CONVERTING	convert between different units of measure (e.g. kilometre to metre; hour to minute) 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

## Statistics

INTERPRETING, CONSTRUCTING & PRESENTING DATA	interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs
SOLVING PROBLEMS	solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.