

Year 4 Maths Curriculum Overview

Autumn Term	Spring Term	Summer Term
<p>4NPV1- Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100.</p> <p>4NPV2 - Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using standard and non- standard partitioning.</p> <p>4NPV3- Reason about the location of any four- digit number in the linear number system, including identifying the previous and next multiple of 1,000 and 100, and rounding to the nearest of each.</p> <p>4NPV4- Divide 1,000 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 1,000 with 2, 4, 5 and 10 equal parts.</p>	<p>Recap 3NF2, 3NF3</p> <p>4NF1- Recall multiplication and division facts up to 12×12 , and recognise products in multiplication tables as multiples of the corresponding number.</p> <p>4NF2 - Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, and interpret remainders appropriately according to the context.</p> <p>4NF3 - Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100)</p>	<p>NC Statistics- interpret charts and line graphs (link to Science)</p> <p>4F1- Reason about the location of mixed numbers in the linear number system.</p> <p>4F2- Convert mixed numbers to improper fractions and vice versa.</p> <p>4F3- Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers.</p> <p>NC Time (Year 3 & 4)</p>
<p>Recap 3AS1, 3AS2 & 3AS3 ~ incorporating 4 digits</p> <p>NC Money</p>	<p>Recap 3MD1</p> <p>4MD1- Multiply and divide whole numbers by 10 and 100 (keeping to whole number quotients); understand this as equivalent to making a number 10 or 100 times the size.</p> <p>4MD2- Manipulate multiplication and division equations, and understand and</p>	<p>4G1- Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant.</p> <p>4G2- Identify regular polygons, including equilateral triangles and squares, as those in which the side-lengths are equal and the angles are equal. Find the perimeter of</p>

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	<p>apply the commutative property of multiplication.</p> <p>4MD3- Understand and apply the distributive property of multiplication.</p>	<p>regular and irregular polygons.</p> <p>4G3- Identify line symmetry in 2D shapes presented in different orientations. Reflect shapes in a line of symmetry and complete a symmetric figure or pattern with respect to a specified line of symmetry.</p> <p>NC - Measure - length & perimeter, finding area, converting km to m, etc.</p>
Basic Skills		
<ul style="list-style-type: none"> - Fluency in addition and subtraction facts that bridge 10. - Recall multiplication and division facts up to 12 x 12 	<p>Recall multiplication and division facts up to 12 x 12</p>	<p>Recall multiplication and division facts up to 12 x 12</p>
Hi5 / Trio Time		
<ul style="list-style-type: none"> - Y3 Time - tell and write time using 12 hour & 24 hour clocks, estimate to the nearest minute. Know the number of seconds in a minute and number of days in each month, year and leap year. - Y3 Measure - length & perimeter - Roman Numerals - Pre teach angles - acute, obtuse & right angles 	<ul style="list-style-type: none"> - Y3 Statistics - tallys & pictograms - Addition & subtraction linked to measure & money - Y3 Fractions 	<ul style="list-style-type: none"> - Apply addition & subtraction using columnar method through money problems - Apply 4MD1, 4MD2 & 4MD3 through practical problems including decimals (0.5, 0.25, 0.75). - Recognise and write decimal equivalents of any number of tenths or hundredths