Place Value

Addition and Subtraction

Area

Mental Multiplication & Division

Meadows First School

Caring, Sharing, Preparing for Life

**Year 4**

Written Methods Multiplication and Division

Fractions

Length and Perimeter

Decimals

**Long Term Plan**

Money

Time

Shape

Statistics

Position and Direction

# Year 4 Small Steps Overview Autumn

| Autumn | | | |
|---|---|---|---|
| Place Value | Addition and Subtraction | Area | Multiplication and Division |
| 1. Representing Digits to 1000. **R** | 1. Add and Subtract 1s, 10s, 100s and 1000s | 1. What is Area? | 1. Multiples of 3 **R** |
| 2. Value of Digits to 1000. **R** | 2. 3 digit column addition ( exchange) R | 2. Counting squares | 2. 6 times table |
| 3. Thousands | 3. 4 digit column addition (1 exchange) | 3. Finding area | 3. 6 times table facts |
| 4. Represent numbers to 10,000 | 4. 4 digit column addition (more than one exchange) | 4. Making Shapes | 4. 9 times table |
| 5. Partitioning to 10,000 | 5. 4 digit column subtraction (no exchange) | 5. Comparing area | 5. 9 times table facts |
| 6. *Place value addition and subtractions* | 6. 4 digit column subtraction (one exchange) | | 6. 7 times table |
| 9. *1,10 and 100 more or less* **R** | 7. 4 digit column subtraction (more than one exchange) | | 7 . 7 times table facts |
| 10. *1000 more or less* | 8. **Checking strategies** | | 8. 11 and 12 times table |
| 11. Compare 4 digit numbers | 9. *Finding the difference (2 digit numbers)* **R** | | 9. Multiply by 1 and 0 |
| 12. Order 4 digit numbers | 10. *Finding the difference ( 3 digit numbers)* **R** | | 10. Divide by 1 and 0 |
| 11. **Roman numerals** | 11. *Finding the difference (4 digit numbers)* | | 11. Multiply 3 digit numbers |
| 12. Rounding to the nearest 10 | 12. *Efficient Methods (column or maths frog)* | | |
| 13. Round to the nearest 100 | | | |
| 14. Round to the nearest 10,100,1000 | | | |
| 15. *Count in 25s* | | | |

# Year 4 Small Steps Overview Autumn

| Autumn | | | |
|---|---|---|---|
| Place Value | Addition and Subtraction | Area | Multiplication and Division |
| • Read and write numbers up to 1,000 in numerals and words (Y3)<br>• Identify, represent and estimate numbers using different representations<br>• Recognise the place value of each digit in a 3-digit number (hundreds, tens, ones) (Y3)<br>Count in multiples of 6, 7, 9, 25 and 1,000<br>Recognise the place value of each digit in a 4-digit number (thousands, hundreds, tens and ones)<br>Find 1,000 more or less than a given number<br>Order and compare numbers beyond 1,000<br>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<br>Round any number to the nearest 10, 100 or 1,000<br> count backwards through zero to include negative numbers | Add and subtract numbers with up to four digits using the formal written methods of columnar addition and subtraction where appropriate<br><br> Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why<br><br>Estimate and use inverse operations to check answers to a calculation | Find the area of rectilinear shapes by counting squares | Recall multiplication and division facts for multiplication tables up to 12 × 12<br><br>Recognise and use factor pairs and commutativity in mental calculations<br><br>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 |

# Year 4 Small Steps Overview Spring

| 4 weeks | 2 weeks | Spring | 3 weeks | 3 weeks |
|---|---|---|---|---|
| Written Multiplication/Division | | Length and Perimeter | Fractions | Decimals |
| 1. *Factor Pairs* | | 1. Measure in kilometres and metres. | 1. Understand the whole | 1. Tenths as a fraction |
| 2. Multiply by 10 | | 2. Equivalent lengths (km and metres) | 2. Count in Fractions (beyond 1) | 2. Tenths as a decimal |
| 3. Multiply by 100 | | 3. Perimeter on a grid *R* | 3. Partition a mixed number | 3. Tenths on a place value chart |
| 4. Divide by 10 | | 4. Perimeter of rectangles *R* | 4. Number lines with mixed numbers | 4. Tenths on a number line |
| 5. Divide by 100 | | 5. Perimeter of rectilinear shapes | 5. Understand Improper fractions | 5. Divide a 1 digit number by 10 |
| 6. *Multiplying Multiples of 10 and 100 (H)* | | 6. Find missing lengths in rectilinear shapes | 6. Convert mixed numbers to improper fractions | 6. Divide a 2 digit number by 10 |
| 7. *Grid Method (2 digit by 1 digit)* *R* | | 7. Perimeter of regular polygons | 7. Convert improper fractions to mixed numbers. | 7. Hundredths as a fraction |
| 8. *Grid Method (3 digit by 1 digit)* | | 8. Perimeter of polygons | 8. Equivalent fractions on a number line. | 8. Hundredths on as decimals |
| 9. Multiply 2 digit by 1 digit | | | 9. Equivalent fraction families | 9. Hundredths on a place value chart. |
| 10. Multiply 3 digit by 1 digit | | | 10. Add two or more fractions. | 10. Divide a 1 or 2 digit number by 100. |
| 11. *Divide 2 digit by 1 digit (chunking)* | | | 11. Subtract two fractions | |
| 12 *Divide2 digit by 1 digit (remainders)* | | | 12. Subtract from whole amounts | |
| 13. *Divide numbers above the tenth multiple* | | | 13. *Fraction of quantities* | |
| 14. *Divide numbers above the tenth multiple (remainders)* | | | 14. **Fractions of quantities** | |
| 15. Correspondence problems | | | | |

# Year 4 Small Steps Overview Spring

| Spring | | | |
|---|---|---|---|
| Multiplication and Division | Length and Perimeter | Fractions | Decimals |
| • recall multiplication and division facts for multiplication tables up to 12 × 12<br>• multiply two-digit and three-digit numbers by a one-digit number using formal written layout<br>• 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. | • measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres<br>• Convert between different units of measure [for example, kilometre to metre; hour to minute] | • recognise and show, using diagrams, families of common equivalent fractions<br>• count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.<br>• 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<br>• add and subtract fractions with the same denominator | • recognise and write decimal equivalents of any number of tenths or hundredths<br>• recognise and write decimal equivalents to 1/4 , 1/2 , ¾<br>• 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<br>• round decimals with one decimal place to the nearest whole number<br>• compare numbers with the same number of decimal places up to two decimal places<br>• solve simple measure and money problems involving fractions and decimals to two decimal places. |

# Year 4 Small Steps Overview  Summer

| Summer | | | | | |
|---|---|---|---|---|---|
| Decimals | Money | Time | Properties of shape | Statistics | Position and Direction |
| 1.  Make a whole with tenths. | 1.  Pounds and pence | 1.  Time to the nearest 5 mins **R** | 1. Understand angles as turns **R** | 1. Interpreting bar charts | 1.  Describe position using coordinates |
| 2.  Making a whole with hundredths. | 2. Convert between pounds and pence | 2.  Time to the nearest 5 mins **R** | 2. Identify angles | 2. Comparison, sum and difference | 2.  Plot coordinates |
| 3.  Partition decimals | 3.  Compare amounts of money | 3.  Years, months, weeks and days **R** | 3. Compare and order angles | 3. Interpret line graphs | 3. Draw 2-D shapes on a grid |
| 4.  Comparing decimals | 4.  Ordering money | 4.  Hours, minutes and seconds **R** | 4. Triangles | 4. Draw line graphs | 4. Translate on a grid |
| 5.  Ordering decimals | 5.  Add money **R** | 5. Analogue to digital | 5. Quadrilaterals **R** | | 5. Describe translation on a grid |
| 6.  Rounding decimals | 6.  Add money (column addition) | 6.  Convert to the 24 hour clock | 6. Polygons **R** | | |
| 7.  Halves and quarters as decimals | 7.  Giving change  **R** | 7. Convert from the 24 hour clock | 7. Lines of symmetry | | |
| | 8.  Giving change | 9.  Time intervals | 8. Complete a symmetric figure | | |
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# Year 4 Small Steps Overview Summer

| | | | | | |
|---|---|---|---|---|---|
| **Spring** | | | | | |
| Decimals | Money | Time | Properties of shape | Statistics | Position and Direction |
| • Recognise and write decimal equivalents of any number of tenths or hundredths<br><br>• Solve simple measure and money problems involving fractions and decimals to 2 decimal places<br><br>• Compare numbers with the same number of decimal places up to 2 decimal places<br><br>• Round decimals with 1 decimal place to the nearest whole number<br><br>Recognise and write decimal equivalents to 1 /4, 1/2 and 3/ 4 | Estimate, compare and calculate different measures, including money in pounds and pence | • Solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days<br><br>Read, write and convert time between analogue and digital 12- and 24-hour clocks | Recognise angles as a property of shape or a description of a turn (Y3)<br><br>Identify acute and obtuse angles and compare and order angles up to two right angles by size<br><br>Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes<br><br>Identify lines of symmetry in 2-D shapes presented in different orientations<br><br>Complete a simple symmetric figure with respect to a specific line of symmetry | Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs<br><br>Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs | • Describe positions on a 2-D grid as coordinates in the first quadrant<br>• Plot specified points and draw sides to complete a given polygon<br>• Describe movements between positions as translations of a given unit to the left/right and up/down |