Year 4 Maths Curriculum

PLACE VALUE	CALCULATIONS	FRACTIONS, DECIMALS and PERCENTAGES	MEASUREMENT	GEOMETRY	STATISTICS
count backwards through zero to include negative numbers	add numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate	count up and down in hundredths	estimate, compare and calculate **different measures,** including **money in pounds and pence**	identify lines of symmetry in 2-D shapes presented in different orientations	interpret and present discrete and continuous data including: • bar charts • time graphs
count in multiples of 6, 7, 9, 25 and 1000	subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate	recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten	measure and calculate the **perimeter** of a rectilinear figure (including squares) in centimetres and metres	complete a simple symmetric figure with respect to a specific line of symmetry	solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs
find 1000 more or less than a given number	estimate and use inverse operations to check answers to a calculation	compare numbers with the same number of decimal places up to two decimal places	find the area of rectilinear shapes by counting squares	compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes	
order and compare numbers beyond 1000	solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why	recognise and show, using diagrams, families of common equivalent fractions	read, write and convert time between analogue and digital 12 and 24-hour clocks	identify acute and obtuse angles	
identify, represent and estimate numbers using different representations	recall multiplication and division facts for multiplication tables up to 12 × 12	recognise and write decimal equivalents of any number of tenths or hundredths	solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days	compare and order angles up to two right angles by size	

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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	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 write decimal equivalents to $\frac{1}{4}$; $\frac{1}{2}$; $\frac{3}{4}$	convert between different units of measure (e.g. kilometre to metre; hour to minute)	describe positions on a 2-D grid as coordinates in the first quadrant	
recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)	recognise and use factor pairs and commutativity in mental calculations	add and subtract fractions with the same denominator		describe movements between positions as translations of a given unit to the left/right and up/down	
round any number to the nearest 10, 100 or 1 000	multiply two-digit and three-digit numbers by a one-digit number using formal written layout	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		plot specified points and draw sides to complete a given polygon	
round decimals with one decimal place to the nearest whole number	Solve division calculations including those with a remainder	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 number and practical problems that involve all of the above and with increasingly large positive numbers	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				