



Year 4 Maths Curriculum Overview

Across Year 4, the curriculum objectives are initially covered in the half term stated below; in addition to this, activities which consolidate, extend and recap these explicit objectives will be planned throughout the year across the curriculum, where possible. The daily Maths lesson will cover new areas of learning for the children and opportunities to review prior learning will be thread throughout. Arithmetic skills are constantly developed through age-appropriate mental arithmetic reviews, undertaken weekly/fortnightly independently or as a whole class activity. For each of the Year 4 Maths curriculum objectives listed below, there will be planned opportunities for children of all abilities to: demonstrate their developing fluency; undertake reasoning activities; and solve problems of increasing complexity. Within each objective, there will also be increased opportunities for all pupils to work through the CPA (concrete-pictorial-abstract) approach to ensure adequate depth of mathematical understanding.

	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer term 2
Number – Place Value	Count in multiples of 6, 7, 9, 25 and 1000. Count backwards through zero to include negative numbers. Identify, represent and estimate numbers using different representations. 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. Find 1000 more or less than a given number. Recognise the place value of each digit in a four-digit number. Order and compare numbers beyond 1000. Round any number to the nearest 10, 100 or 1000. Solve number and practical problems that involve all of the above and with increasingly large positive numbers.					
Number – Addition & Subtraction	Add and subtract number with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate. Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.	Estimate and use inverse operations to check answers to a calculation.				
Number – Multiplication & Division		Recall multiplication and division facts for multiplication tables up to 12 x 12. 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.	Multiply two-digit and three-digit numbers by a one-digit number using formal written layout. 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.			
Number - Fractions			Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. Recognise and show, using diagrams, families of common equivalent fractions. Add and subtract fractions with the same denominator.	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. Recognise and write decimal equivalents of any number of tenths or hundredths. Recognise and write decimal equivalents to one quarter, half and three quarters. 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.	Round decimals with one decimal place to the nearest whole number. Compare numbers with the same number of decimal places up to two decimal places. Solve simple measure and money problems involving fractions and decimals to two decimal places.	

Measurement		Convert between different units of metric measure. Estimate, compare and calculate different measures. Measure and calculate the perimeter of a rectilinear figure in cm and m.	Find the area of rectilinear shapes by counting squares.		Estimate, compare and calculate different measures, including money in pounds and pence. 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.	
Geometry - Shape						Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. Identify lines of symmetry in 2D shapes presented in different orientations. Identify acute and obtuse angles and compare and order angles up to two right angles by size. Identify lines of symmetry in 2D shapes presented in different orientations. Complete a simple symmetric figure with respect to a specific line of symmetry.
Geometry – Position & Direction						Describe positions on a 2D 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.
Statistics					Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.	Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.