Year 4 Maths Overview

Year 4 Term 1					
Week 1 - Place Value - *Number* - represent numbers to 1,000 - partition numbers to 1,000 - use a number line to 1,000 - understand thousands - represent numbers to 10,000	**Week 2 - Place Value - *Number*** - partition numbers to 10,000 - understand flexible partitioning of numbers to 10,000 - find 1, 10, 100, 1,000 more or less	**Week 3 - Place Value - *Number*** - use a number line to 10,000 - estimate on a number line to 10,000 - compare numbers to 10,000 - order numbers to 10,000 - understand and identify roman numerals	**Week 4 - Place Value - *Number*** - round to the nearest 10 - round to the nearest 100 - round to the nearest 1,000 - round to the nearest 10, 100 or 1,000	**Week 5 - Addition and subtraction - *Number*** - add and subtract 1s, 10s, 100s and 1,000s - add up to two 4-digit numbers (no exchange) - add two 4-digit numbers (one exchange) - add two 4-digit numbers (more than one exchange)	**Week 6 - Addition and subtraction - *Number*** - subtract two 4-digit numbers – (no exchange) - subtract two 4-digit numbers – (one exchange) - subtract two 4-digit numbers – (more than one exchange) - identify efficient subtraction methods
Year 4 Term 2					
Week 1 - Addition and Subtraction - *Number* - estimate answers - use inverse and estimation strategies to check calculations - apply addition and subtraction strategies to word problems - apply addition and subtraction strategies to mental maths	**Week 2 - Area - *Measurement*** - understand and calculate area - count squares to find the area of a shape - make rectilinear shapes - compare areas	**Week 3 - Multiplication and Division - *Number*** - identify multiples of 3 - multiply and divide by 6 - recall and use the 6 times-table and related division facts - multiply and divide by 9 - recall and use the 9 times-table and related division facts	**Week 4 - Multiplication and Division - *Number*** - recall and use the 3, 6 and 9 times-tables - multiply and divide by 7 - recall and use the 7 times-table and related division facts	**Week 5 - Multiplication and Division - *Number*** - recall and use the 11 times-table and related division facts - recall and use the 12 times-table and related division facts - multiply by 1 and 0 - divide a number by 1 and itself - multiply three numbers	**Consolidation week**
Year 4 Term 3					
Week 1 - Multiplication and division - *Number* - understand factor pairs - use factor pairs - multiply by 10 - multiply by 100 - divide by 10	**Week 2 - Multiplication and division - *Number*** - divide by 100 - recall and use related facts (multiplication and division) - understand informal written methods for multiplication - multiply a 2-digit number by a 1-digit number - multiply a 3-digit number by a 1-digit number	**Week 3 - Multiplication and division - *Number*** - divide a 2-digit number by a 1-digit number (1) - divide a 2-digit number by a 1-digit number (2) - divide a 3-digit number by a 1-digit number - solve correspondence problems - use efficient multiplication methods	**Week 4 - Length and Perimeter - *Measurement*** - measure in kilometres and metres - calculate equivalent lengths (kilometres and metres) - measure perimeter on a grid - measure perimeter of a rectangle - measure perimeter of rectilinear shapes	**Week 5 - Length and Perimeter - *Measurement*** - find missing lengths in rectilinear shapes - calculate perimeter of rectilinear shapes - measure perimeter of regular polygons - measure perimeter of polygons	**Week 6 - Fractions - *Number*** - understand the whole - count beyond 1 - partition a mixed number - understand number lines with mixed numbers - compare and order mixed numbers

Year 4 Term 4					
Week 1 - Fractions - *Number* - understand improper fractions - convert mixed numbers to improper fractions - convert improper fractions to mixed numbers	**Week 2 - Fractions - *Number*** - explore equivalent fractions on a number line - explore equivalent fraction families - add two or more fractions - add fractions and mixed numbers	**Week 3 - Fractions - *Number*** - subtract two fractions - subtract from whole amounts - subtract from mixed numbers	**Week 4 - Decimals - *Number*** - explore tenths as fractions - explore tenths as decimals - explore tenths on a place value chart - explore tenths on a number line	**Week 5 - Decimals - *Number*** - divide a 1-digit number by 10 - divide a 2-digit number by 10 - explore hundredths as fractions	**Week 6 - Decimals - *Number*** - explore hundredths as decimals - explore hundredths on a place value chart - divide a 1- or 2-digit number by 100
Year 4 Term 5					
Week 1 - Decimals - *Number* - make a whole with tenths - make a whole with hundredths - partition decimals - flexibly partition decimals	**Week 2 - Decimals - *Number*** - compare decimals - order decimals - round to the nearest whole number - find halves and quarters as decimals	**Week 3 - Money - *Measurement*** - write amounts of money using decimals - convert between pounds and pence - compare amounts of money	**Week 4 - Money - *Measurement*** - estimate with money - calculate with money - solve problems with money	**Week 5 - Time - *Measurement*** - understand the relationship between years, months, weeks and days - understand the relationship between hours, minutes and seconds - convert between analogue and digital times	**Week 6 - Time - *Measurement*** - convert to the 24-hour clock - convert from the 24-hour clock
Year 4 Term 6					
Week 1 - Consolidation week	**Week 2 - Shape - *Geometry*** - understand angles as turns - identify angles - compare and order angles - name and identify properties of different triangles	**Week 3 - Shape - *Geometry*** - name and identify properties of different quadrilaterals - name and identify properties of polygons - identify lines of symmetry - complete a symmetric figure	**Week 4 - Statistics** - interpret charts - solve comparison, sum and difference problems - interpret line graphs - draw line graphs	**Week 5 - Position and Direction - *Geometry*** - describe position using coordinates - plot coordinates	**Week 6 - Position and Direction - *Geometry*** - draw 2-D shapes on a grid - translate on a grid - describe translation on a grid