



Curriculum map

Year 4 Autumn Term

	Week 1-5 Block 1	Week 6-8 Block 2	Week 8-12 Block 3
	Place value	Addition and subtraction	Multiplication and division
Small Steps	<ul style="list-style-type: none"> • Roman numerals to 100. • Round to the nearest 10. • Round to the nearest 100. • Count in 1,000s. • 1,000s, 100s, 10s and 1s. • Partitioning. • Number line to 10,000. • 1,000 more or less. • Compare numbers. • Order numbers. • Round to the nearest 1,000. • Count in 25s. • Negative numbers 	<ul style="list-style-type: none"> • Add and subtract 1s, 10s, 100s and 1000s. • Add two 4-digit numbers – no exchange. • Add two 4-digit numbers – one exchange. • Add two 4-digit numbers – more than one exchange. • Subtract two 4-digit numbers – no exchange. • Subtract two 4-digit numbers – one exchange. • Subtract two 4-digit numbers – more than one exchange. • Efficient subtraction. • Estimate answers. • Checking strategies 	<ul style="list-style-type: none"> • Multiply by 10. • Multiply by 100. • Divide by 10. • Divide by 100. • Multiply by 1 and 0. • Divide by 1. • Multiply and divide by 6. • 6 times-table and division facts. • Multiply and divide by 9. • 9 times-table and division facts. • Multiply and divide by 7. • 7 times-table and division facts • 11 and 12 times-table. • Multiply 3 numbers. • Factor pairs. • Efficient multiplication. • Written methods. • Multiply 2-digits by 1 –digit. • Multiply 3-digits by 1-digit • Divide 2-digits by 1-digit (1). • Divide 2-digits by 1-digit (2). • Correspondence problems.
National curriculum links	<ul style="list-style-type: none"> • Count in multiples of 6, 7, 9, 25 and 1000. • Find 1000 more or less than a given number. • Recognise the place value of each digit in a four digit number (thousands, hundreds, tens and ones). • Order and compare numbers beyond 1000. • Identify, represent and estimate numbers using different representations. • 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. • Count backwards through zero to include negative numbers. 	<ul style="list-style-type: none"> • Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate. • Estimate and use inverse operations to check answers to a calculation. • Solve addition and subtraction two step problems in contexts, deciding which operations and methods to use and why. 	<ul style="list-style-type: none"> • Recall and use multiplication and division facts for multiplication tables up to 12×12. • Count in multiples of 6, 7, 9, 25 and 1000. • 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. • 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 • Recall and use multiplication and division facts for multiplication tables up to 12×12. • 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



Curriculum map

Year 4 Spring Term

	Week 1-3 Block 1	Week 6-8 Block 3	Week 9-10 Block 4	Week 9-10 Block 4
	Fractions	Decimals	Solving problems involving money	Area and Perimeter
Small Steps	<ul style="list-style-type: none"> • What is a fraction? • Equivalent fractions (1) • Equivalent fractions (2). • Fractions greater than 1. • Count in fractions. • Add 2 or more fractions. • Subtract 2 fractions. • Subtract from whole amounts. • Calculate fractions of a quantity. • Problem solving – calculate quantities 	<ul style="list-style-type: none"> • Recognise tenths and hundredths. • Tenths as decimals. • Tenths on a place value grid. • Tenths on a number line. • Divide 1 digit by 10. • Divide 2 digits by 10. • Hundredths. • Hundredths as decimals. • Hundredths on a place value grid. • Divide 1 or 2 digits by 100 • Make a whole. • Write decimals. • Compare decimals. • Order decimals. • Round decimals. • Halves and quarters. 	<ul style="list-style-type: none"> • Pounds and pence. • Ordering amounts of money. • Using rounding to estimate money. • Four operations. 	<ul style="list-style-type: none"> • Kilometres. • Perimeter on a grid. • Perimeter of a rectangle. • Perimeter of rectilinear shapes • What is area? • Counting squares • Making shapes. <ul style="list-style-type: none"> • Comparing area.
National curriculum links	<ul style="list-style-type: none"> • Recognise and show, using diagrams, families of common equivalent fractions. • Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. • 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. • Add and subtract fractions with the same denominator. 	<ul style="list-style-type: none"> • Recognise and write decimal equivalents of any number of tenths or hundredths. • Find the effect of dividing a one or two digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths. • Solve simple measure and money problems involving fractions and decimals to two decimal places. • Convert between different units of measure [for example, kilometre to metre]. • Compare numbers with the same number of decimal places up to two decimal places. • Round decimals with one decimal place to the nearest whole number. • Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$. • Find the effect of dividing a one or two digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths. 	<ul style="list-style-type: none"> • Estimate, compare and calculate different measures, including money in pounds and pence. • Solve simple measure and money problems involving fractions and decimals to two decimal places. 	<ul style="list-style-type: none"> • Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. • Convert between different units of measure [for example, kilometre to metre]. <ul style="list-style-type: none"> • Find the area of rectilinear shapes by counting squares.



Curriculum map

Year 4 Summer Term

	Week 1-4 Block 1	Week 5-6 Block 2	Week 7-8 Block 3	Weeks 9-12
	Shape	Geometry: Position and Direction	Statistics	Time
Small Steps	<ul style="list-style-type: none"> Identify angles. Compare and order angles. Triangles. Quadrilaterals. Lines of symmetry. Complete a symmetric figure. 	<ul style="list-style-type: none"> Describe position. Draw on a grid. Move on a grid. # Describe a movement on a grid. 	<ul style="list-style-type: none"> Interpret charts. Comparison, sum and difference. Introducing line graphs. Line graphs. 	<ul style="list-style-type: none"> Hours, minutes and seconds. Years, months, weeks and days. Analogue to digital – 12 hour. <ul style="list-style-type: none"> Analogue to digital – 24 hour.
National curriculum links	<ul style="list-style-type: none"> Identify acute and obtuse angles and compare and order angles up to two right angles by size. Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. Identify lines of symmetry in 2-D shapes presented in different orientations. Complete a simple symmetric figure with respect to a specific line of symmetry. 	<ul style="list-style-type: none"> Describe positions on a 2D grid as coordinates in the first quadrant. Plot specified points and draw sides to complete a given polygon. Describe movements between positions as translations of a given unit to the left/ right and up/ down. 	<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> Read, write and convert time between analogue and digital 12- and 24-hour clocks. <ul style="list-style-type: none"> Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

