



Year 4 Maths Curriculum Map

Autumn 1

Week 1-3: Numbers beyond 1000

- Can count in multiples of 25, 50, 100 and 1000.
- Can find 1000 more or less than a given number.
- Can count backwards through zero to include negative numbers.
- Can recognise the place value of each digit in a 4-digit number (thousands, hundreds, tens, and ones).
- Can order and compare numbers beyond 1000.
- Can identify, represent and estimate numbers using different representations.
- Can round any number to the nearest 10, 100 or 1000.
- Can solve number and practical problems that involve all of the above and with increasingly large positive numbers.
- Can 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.

Week 4-6: Addition and Subtraction Mental Calculation Strategies

- Can add or subtract numbers with up to 4-digits using various mental calculation strategies (see the Mental Calculation Policy).

Autumn 2

Week 1-2: Addition and Subtraction Mental Calculation Strategies

- Can add or subtract numbers with up to 4-digits using various mental calculation strategies (see the Mental Calculation Policy).

Week 3-4: Addition and Subtraction Written Methods

- Can add numbers with up to 4-digits using the formal written methods of column addition where appropriate.
- Can subtract numbers with up to 4-digits using the formal written methods of column subtraction where appropriate.
- Can estimate and use inverse operations to check answers to a calculation.
- Can solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.

Week 5-6: Statistics

- Can interpret and present discrete data using appropriate graphical methods, including bar charts.
- Can interpret and present continuous data using appropriate graphical methods, including time



graphs.

- Can solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

Spring 1

Week 1-3: Multiplication and Division Mental Calculation Strategies

- Can count in multiples of 6, 7, 9, 25 and 1000.
- Can recall multiplication and division facts for multiplication tables up to 12×12 .
- Can use place value, and known and derived facts, to multiply and divide mentally (e.g. knowing $210 \div 3 = 70$), including multiplying by 0 and 1, and dividing by 1.
- Can multiply together three numbers.
- Can recognise and use factor pairs and commutativity in mental calculations.

Week 4-5: Multiplication and Division Written Methods

- Can multiply 3-digit or 2-digit numbers by a 1-digit number, using a formal written layout.
- Can solve problems involving multiplying and adding, including using the distributive law to multiply 2-digit numbers by 1-digit.
- Can solve integer scaling problems (e.g. Tommy pays £2 for one ice cream. How much would three ice creams cost?)
- Can solve harder correspondence problems such as n objects are connected to m objects (e.g. A bag of balls has 2 footballs and 3 rugby balls. Alice bought 2 bags of balls; how many rugby balls did she get? Amelie bought some bags. She ended up with 10 footballs. How many rugby balls did she have?)

Spring 2

Week 1-6: Fractions and Decimal Numbers

- Can recognise and show, using diagrams, families of common equivalent fractions.
- Can 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.
- Can add and subtract fractions with the same denominator.
- Can count up and down in hundredths and recognise that hundredths arise when dividing an object by a hundred or by dividing tenths by ten.
- Can recognise and write decimal equivalents of any number of tenths or hundredths.
- Can recognise and write decimal equivalents to $1/4$; $1/2$; $3/4$.



- Can find the effect of dividing a 1- or 2-digit number by 10 and 100, identifying the value of the digits in the answer as units, tenths and hundredths.
- Can round decimals with one decimal place to the nearest whole number.
- Can compare numbers with the same number of decimal places, up to two decimal places.
- Can solve simple measure and money problems involving fractions and decimals to two decimal places.

Summer 1

Week 1-2: Time

- Can read, write and convert time between analogue and digital 12 and 24-hour clocks.
- Can solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

Week 3-6: Geometry

- Can compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.
- Can identify acute and obtuse angles.
- Can compare and order angles, up to two right angles, by size.
- Can identify lines of symmetry in 2-D shapes presented in different orientations.
- Can complete a simple symmetric figure with respect to a specific line of symmetry.
- Can describe positions on a 2-D grid as coordinates in the first quadrant.
- Can describe movements between positions as translations of a given unit to the left/right and up/down.
- Can plot specified points and draw sides to complete a given polygon.

Summer 2

Week 1-4: Measures

- Can convert between different units of measure (e.g. kilometre to metre; hour to minute).
- Can estimate, compare and calculate different measures.
- Can measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres.
- Can find the area of rectilinear shapes by counting squares.

Week 5-6: Money

- Can estimate, compare and calculate different measures, including money in pounds and pence.