

Year 4 Yearly Overview: Term by Term Objectives

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6		Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Autumn 1	Number: Place Value			Number: Addition and Subtraction			Autumn 2	Number: Place Value			Number: Multiplication and Division		
	Geometry: Quadrilaterals			Measurement: Time				Geometry: Triangles			Measurement: Conversion		
Spring 1	Number: Fractions and Decimals			Number: Multiplication and Division			Spring 2	Number: Fractions and Decimals			Number: Addition and Subtraction		
	Geometry: Angles			Measurement: Area and Perimeter				Geometry: Symmetry			Statistics		
Summer 1	Number: Fractions and Decimals			Number: Four Operations			Summer 2	Number: Fractions and Decimals			Number: Four Operation (Problem Solving)		
	Geometry: Coordinates			Measurement: Time				Geometry: Translations			Measurement: Area and Perimeter		

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Autumn 1	<u>Number: Place Value</u> Recognise the place value of each digit in a four digit number Order and compare numbers beyond 1000 Find 100 more or less than a given number 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			<u>Number: Addition and Subtraction</u> 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 context, deciding which operations and methods to use and why			Autumn 2	<u>Number: Place Value</u> Count in multiples of 6, 7, 9, 25 and 1000 Count backwards through zero to include negative numbers Solve number and practical problems that involve all of the above and with increasingly large positive numbers 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			<u>Number: Multiplication and Division</u> Recall and use multiplication and division facts for multiplication tables up to 12 x12 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 2-digit and 3-digit numbers by a one digit number using formal written layout Solve problems involving multiplying and adding, including using the distributive law to multiply 1-digit numbers by 1-digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects		
	<u>Geometry: Quadrilaterals</u> Compare and classify geometric shapes, including quadrilaterals, based on their properties and sizes			<u>Measurement: Time</u> Convert between different units of measure 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				<u>Geometry: Triangles</u> Compare and classify geometric shapes, including triangles, based on their properties and sizes			<u>Measurement: Conversions</u> Convert between different units of measure [for example, km to m; kg to g; l to ml; hour to minute]		

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Spring 1	<p><u>Number: Fractions</u></p> <p>Recognise and show, using diagrams, families of common equivalent fractions</p> <p>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</p> <p>Add and subtract fractions with the same denominator</p>	<p><u>Number: Multiplication and Division</u></p> <p>Recall and use multiplication and division facts for multiplication tables up to 12 x12</p> <p>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</p> <p>Recognise and use factor pairs and commutativity in mental calculations</p> <p>Multiply 2-digit and 3-digit numbers by a one digit number using formal written layout</p> <p>Solve problems involving multiplying and adding, including using the distributive law to multiply 1-digit numbers by 1-digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects</p>	Spring 2	<p><u>Number: Fractions and Decimals</u></p> <p>Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten</p> <p>Recognise and write decimal equivalents of any number of tenths and hundredths</p> <p>Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$</p> <p>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</p>	<p><u>Number: Addition and Subtraction</u></p> <p>Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate</p> <p>Estimate and use inverse operations to check answers to a calculation</p> <p>Solve addition and subtraction two-step problems in context, deciding which operations and methods to use and why</p>
	<p><u>Geometry: Angles</u></p> <p>Identify acute and obtuse angles and compare and order angles up to two right angles by size</p>	<p><u>Measurement: Area and perimeter</u></p> <p>Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</p> <p>Find the area of rectilinear shapes by counting squares</p>		<p><u>Geometry: Symmetry</u></p> <p>Identify lines of symmetry in 2D shapes presented in different orientations</p> <p>Complete a simple symmetric figure with respect to a specific line of symmetry</p>	<p><u>Statistics</u></p> <p>Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs</p> <p>Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs</p>

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Summer 1	<u>Number: Fractions and Decimals</u> 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	<u>Number: Four Operation (Problem Solving)</u> Solve number and practical problems that involve all of the above and with increasingly large positive numbers Solve addition and subtraction two-step problems in context, deciding which operations and methods to use and why Solve problems involving multiplying and adding, including using the distributive law to multiply 1-digit numbers by 1-digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects Solve simple measure and money problems involving fractions and decimals to two decimal places 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	Summer 2	<u>Number: Fractions and Decimals</u> Consolidation	<u>Number: Four Operation (Problem Solving)</u> Solve number and practical problems that involve all of the above and with increasingly large positive numbers Solve addition and subtraction two-step problems in context, deciding which operations and methods to use and why Solve problems involving multiplying and adding, including using the distributive law to multiply 1-digit numbers by 1-digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects Solve simple measure and money problems involving fractions and decimals to two decimal places 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
	<u>Geometry: Coordinates</u> Describe positions on a 2D grid as coordinates in the first quadrant	<u>Measurement: Time</u> Convert between different units of measure 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		<u>Geometry: Translations</u> Describe movements between positions as translations of a given unit to the left/right and up/down	<u>Measurement: Area and Perimeter</u> Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres Find the area of rectilinear shapes by counting squares

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