## 2014 MATHEMATICS CURRICULUM - Year 4

## Number - Number and place value

- Count in multiples of 6, 7, 9, 25 and 1000
- Find 1000 more or less than a given number
- Count backwards through zero to include negative numbers
- Recognise the place value of each digit in a 4-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
- 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
- Use a variety of representations, including measures
- Know the place value and order numbers beyond 1000 including counting in tens and hundreds, and maintaining fluency in other multiples through varied and frequent practice
- Begin to extend their knowledge of the number system to include the decimal numbers and fractions that they have met so far
- Connect estimation and rounding numbers to the use of measuring instruments
- Put Roman numerals in their historical context - eg. to know that there have been different ways to write whole numbers and that zero and place value were introduced over a period of time


## Number - Addition and subtraction

- Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate
- Estimate and use the 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
- Practise both mental methods and columnar addition and subtraction with increasingly large numbers


## 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
- Understand and use a greater range of scales in thei representations
- Begin to relate to the graphical representation of data to recording change over time


## Measurement

- Convert between different units of measure (eg. km to m; hour to minute)
- Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
- Find the area of rectilinear shapes by counting square
- 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
- Record metric measures, including money
- Express perimeter algebraically as $2(a+b)$ where $a$ and $b$ are dimensions in the same unit
- Relate arrays to area and multiplication


## Number - Multiplication and division

- Recall multiplication and division facts for multiplication tables up to $12 \times 12$
- 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 2-digit and 3-digit numbers by a 1-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 mobjects
- Practise mental methods and extend this to 3-digit numbers to derive facts - eg. $600 \div 3=200$ can be derived from $2 \times 3=6$ )
- Become fluent in the formal written method of short multiplication and short division with exact answers
- Write statements about the equality of expressions - eg. use the distributive law $39 \times 7=30 \times 7+9 \times 7$ and associative law $(2 \times 3) \times 4=2 \times(3 \times 4)$
- Combine their knowledge of number facts and rules of arithmetic to solve metal and written calculations - eg. $2 \times 6 \times 5=10 \times 6$
- Solve two-step problems in contexts, choosing the appropriate operation, working with increasingly hard numbers - include correspondence questions such as the number of choices of a meal on a menu, or three cakes equally shared between 10 children


## Number - Fractions (including decimals)

- Recognise and show, using diagrams, families of common equivalent fractions
- Count up and own 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, extending to betond one whole
- Recognise and write decimal equivalents of any number of tenths or hundredths
- Recognise and write decimal equivalents to $1 / 4,1 / 2,3 / 4$
- Find the effect of dividing a one- or two- digit number by 10 and 100 , identifying the value of 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
- Connect hundredths to tenths and place value and decimal measure
- Use a number line to connect fractions, numbers and measures
- Understand the relation between non-unit fractions and multiplication and division of quantities - emphasis on tenths and hundredths


## Geometry - Position and direction

- Describe positions on a 2-D 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
- Draw a pair of axes in one quadrant, with equal scales and integer labels
- Read, write and use pairs of coordinates eg. $(2,5)$, including using coordinate plotting ICT tools


## Geometry - Properties of shapes

- Compare and classify geometric shapes, including quadrilaterals (eg. parallelogram, rhombus, trapezium) and triangles (eg. isosceles, equilateral, scalene), based on their properties and sizing
- Identify acute and obtuse angles
- Compare and order angles up to two right angles by size
- Identify two lines of symmetry in 2-D shapes presented in different orientations
- Complete a simple symmetric figure with respect to a specific line of symmetry
- Compare lengths and angles to decide if a polygon is regular or irregular
- Draw symmetric patterns using a variety of media to become familiar with different orientations of lines of symmetry
Recognise line symmetry in a variety of diagrams, including where the line of symmetry does not dissect the original shape
- Make connections between fractions of a length, of a shape and as a representation of one whole or set of quantities
- Use factors or multiples to recognise equivalent fractions and simplify where appropriate
- Know that decimals and fractions are different ways of expressing numbers and proportions
- Relate decimal notation to the division of a whole number by 10 and then 100
- Count using simple fractions, both forwards and backwards
- Make comparisons and order decimal amounts and quantities that are expressed to the same number of decimal places
- Represent numbers with one or two decimal places in different ways, including on a number line

