Year 4 – Yearly Overview

	Wk 1	Wk 2	Wk 3	Wk 4	Wk 5	Wk 6	Wk 7	Wk 8	Wk 9	Wk 10	Wk 11	Wk 12	Wk 13	Wk 14	Wk 15
Autumn	**Number: Place Value**				**Number: Addition and subtraction**				**Measurement: Length and Perimeter**		**Number: Multiplication and Division**				
Spring	**Measurement: Area**		**Number: Fractions**				**Number: Decimals (including money)**								
Summer	**Statistics**			**Measurement: Time**		**Geometry: Shape**					**Position and direction**				

Block	Objectives

Place Value	• 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) • Identify, represent and estimate numbers using different representations. • Order and compare numbers beyond 1000. • Round any number to the nearest 10, 100 or 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.
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 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.
Length and perimeter	• Measure and calculate the perimeter of a rectilinear figure (including squares) in cm and m. • Convert between different units of measure eg kilometre to metre. • Estimate, compare and calculate different measures.
Multiplication and division	• Recall and use multiplication and division facts for multiplication tables up to 12 x 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 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.
Area	• Find the area of rectilinear shapes by counting squares. • Convert between different units of measure [for example, kilometre to metre]
Fractions	• Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. • Recognise and show, using diagrams, families of common equivalent fractions. • 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. • Recognise and show, using diagrams, equivalent fractions with small denominators. • Add and subtract fractions with the same denominator within one whole. • Compare and order unit fractions, and fractions with the same denominators.

	• Solve problems that involve all of the above.
Decimals (including money)	• Recognise and write decimal equivalents of any number of tenths or hundredths. • Recognise and write decimal equivalents to ¼, ½, ¾ • 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. • 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 problems that involve all of the above. • Solve simple measure and money problems involving fractions and decimals to two decimal places. • Estimate, compare and calculate different measures, including money in pounds and pence.
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.
Time	• Convert between different units of measure eg hour to minute. • Read, write & 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
Shape	• Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. • Identify lines of symmetry in 2D shapes presented in different orientations. • Complete a simple symmetric figure with respect to a specific line of symmetry. • Identify acute and obtuse angles and compare and order angles up to two right angles by size. • Plot specified points and draw sides to complete a given polygon.
Position and direction	• Describe positions on a 2D grid as coordinates in the first quadrant. • Describe movements between positions as translations of a given unit to the left/ right and up/ down.