

Number - number and place value

- ❖ Count backwards through zero to include negative numbers.
- ❖ Compare and order numbers beyond 1000.
- ❖ Count in multiples of 6, 7, 9, 25 and 1000.
- ❖ Recognise the place value of each digit of a 4-digit number.
- ❖ Round any number to the nearest 10, 100 or 1000.
- ❖ Find 1000 more or less than a given number.
- ❖ Identify, represent and estimate numbers using different representations.
- ❖ Solve number and practical problems that involve all of the above and with increasingly larger positive numbers.
- ❖ Read Roman numerals to 100.

Number - addition and subtraction

- ❖ Add and subtract numbers with up to 4-digits using written columnar method.
- ❖ Estimate and use inverse operations to check answers to a calculation.
- ❖ Solve addition and subtraction two step problems, deciding which operations and methods to use and why.

Number - multiplication and division

- ❖ Recall multiplication and division facts for multiplication tables up to 12×12 .
- ❖ Use place value to multiply and divide mentally.
- ❖ Recognise and use factor pairs and commutativity in mental calculations.
- ❖ Multiply using formal written layout:
 - 2-digit by 1-digit
 - 3-digit by 1-digit.
- ❖ Solve problems involving multiplying and dividing.

Number - fractions and decimals

- ❖ Count up and down in hundredths and recognise that hundreds arise from dividing an object by one hundred.
- ❖ Recognise and show common equivalent fractions.
- ❖ Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$.
- ❖ Describe what happens when a one or two digit number is divided by 10 and 100 (using language ones, tenths and hundredths).
- ❖ \pm fractions with the same denominator.
- ❖ Round decimals with 1 decimal place to the nearest whole number.
- ❖ Compare and order numbers with up to 2 decimal places.
- ❖ Solve problems involving fractions of quantities, and fractions to divide quantities, including non-unit fractions.
- ❖ Solve simple money and measure problems involving fractions and decimals to 2 decimal places.

Measurements

- ❖ Convert between different units of measure [kilometre to metre; 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 squares.
- ❖ 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.

END OF YEAR EXPECTATIONS YEAR 4 MATHEMATICS

Geometry - properties of shapes

- ❖ Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.
- ❖ Identify acute and obtuse angles and compare and order angles up to two right angles by size.
- ❖ 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.

Geometry - position and directions

- ❖ 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.

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.