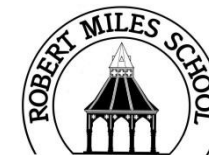
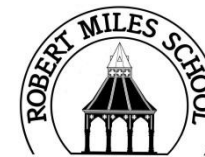


Year 4 – Yearly Overview - Autumn



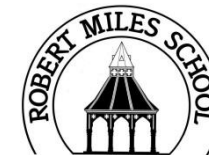
	Weeks 1-4	Weeks 5-7	Week 8	Weeks 9-11	Weeks 12-13
	Place Value	Addition and Subtraction	Area	Multiplication and Division A	Shape
Small Steps	<ul style="list-style-type: none"> • Represent numbers to 1,000 • Partition numbers to 1,000 • Number line to 1,000 • Thousands • Represent numbers to 10,000 • Partition numbers to 10,000 • Flexible partitioning of number to 10,000. • Find 1, 10, 100, 1,000 more or less • Number line to 10,000 • Estimate on a number line to 10,000 • Compare numbers to 10,000 • Order numbers to 10,000 • Roman numerals to 100 • Round to the nearest 10 • Round to the nearest 100 • Round to the nearest 1,000 • Round to the nearest 10,100 or 1,000 • Negative numbers 	<ul style="list-style-type: none"> • Add and subtract 1s, 10s, 100s and 1000s. • Add up to two 4-digit numbers - no exchange • Add two 4-digit numbers – 1 exchange • Add two 4-digit numbers – more than 1 exchange • Subtract two 4-digit numbers – no exchange • Subtract two 4-digit numbers – 1 exchange • Subtract two 4-digit numbers – more than 1 exchange • Efficient subtraction. • Estimate answers. • Checking strategies – 3 digit • Checking strategies – 4 digit • Addition and subtraction word problems – making choices 	<ul style="list-style-type: none"> • What is area? • Count squares • Make shapes • Compare areas 	<ul style="list-style-type: none"> • Multiples of 3 • Multiply and divide by 6 • 6-times tables and division facts • Multiply and divide by 9 • 9-times tables and division facts • Multiply and divide by 7 • 7-times tables and division facts • 11-times tables and division facts • 12-times tables and division facts • The 3, 6 and 9 and 12 times tables • Multiply by 1 and 0 • Divide a number by 1 and itself • Multiply 3 numbers • NRICH – Shape times shape 	<ul style="list-style-type: none"> • Revise recognising and describing 2D shapes (including parallel and perpendicular lines) • Understand angles as turns • Identify obtuse, acute and right angles. • Compare and order angles • Triangles • Polygons • Quadrilaterals • Horizontal and vertical lines • Lines of symmetry • Complete a symmetric figure
National Curriculum Link	<ul style="list-style-type: none"> • 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). • 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 • Count backwards through zero to include negative numbers 	<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • Find the area of rectilinear shapes by counting squares 	<ul style="list-style-type: none"> • Recall and use multiplication and division facts for multiplication tables up to 12×12. • Count in multiples of 6, 7, 9, 25 and 1000. • 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. • 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 m objects. 	<ul style="list-style-type: none"> • Identify acute and obtuse angles and compare and order angles up to two right angles by size. • Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. • 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.

Year 4 – Yearly Overview - Spring



	Weeks 1-3	Weeks 4-5	Weeks 6-9	Week 10
	Multiplication and Division B	Length and Perimeter	Fractions	Decimals
Small Steps	<ul style="list-style-type: none"> • Factor pairs • Use factor pairs • Multiply by 10 • Multiply by 100 • Divide by 10 • Divide by 100 <p>Multiply and divide by 10 and 100 including word problems</p> <ul style="list-style-type: none"> • Related facts – multiplication and division • Informal written methods for multiplication • Multiply a 2-digit number by 1-digit number • Multiply a 3-digit number by a 1-digit number • Formal multiplication consolidation • Division with remainders using times tables facts • Divide a 2-digit number by a 1-digit number • Divide a 3-digit number by 1-digit number • Correspondence problems • Efficient multiplication 	<ul style="list-style-type: none"> • Measure in kilometres and metres • Equivalent lengths (kilometres and metres) • Perimeter on a grid • Perimeter of a rectangle • Perimeter of rectilinear shapes • Find missing lengths in rectilinear shapes • Calculate perimeter of rectilinear shapes • Perimeter of regular polygons • Perimeter of polygons 	<ul style="list-style-type: none"> • Understand the whole. • Count beyond 1 • Partition a mixed number • Number lines with mixed numbers • Compare and order mixed numbers • Understand improper fractions • Convert mixed numbers to improper fractions. • Convert improper fractions to mixed numbers • Equivalent fractions on a number line • Equivalent fraction families • Add 2 or more fractions. • Add fractions and mixed numbers • Subtract 2 fractions • Subtract from whole amounts • Subtract from mixed numbers • Find fractions of amounts • Consolidate fractions of amounts 	<ul style="list-style-type: none"> • Tenths as fractions • Tenths as decimals • Tenths on a place value chart • Tenths on a number line.
National Curriculum Link	<ul style="list-style-type: none"> • 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 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. 	<p>Convert between different units of measure [for example, kilometre to metre].</p> <p>Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</p>	<ul style="list-style-type: none"> • Recognise and show, using diagrams, families of common equivalent fractions. • Count up and down 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. 	<ul style="list-style-type: none"> • Recognise and write decimal equivalents of any number of tenths or hundredths.

Year 4 – Yearly Overview - Summer



	Weeks 1-4	Weeks 5-6	Weeks 7-8	Week 9	Weeks 10-11	Weeks 11-12
	Decimals	Money	Time	Statistics	Position and Direction	Consolidation
Small Steps	<ul style="list-style-type: none"> • Divide a 1-digit number by 10 • Divide a 2-digit number by 10 • Hundredths as fractions • Hundredths as decimals • Hundredths on a place value chart • Divide a 1 or 2-digit digit number by 100 • Make a whole with tenths • Make a whole with hundredths • Partition decimals • Flexibly partition decimals • Compare decimals • Order decimals • Round to the nearest whole number • Halves and quarters as decimals 	<ul style="list-style-type: none"> • Write money using decimals • Convert between pounds and pence • Compare amounts of money • Estimate with money • Calculate with money • Solve problems with money 	<ul style="list-style-type: none"> • Years, months, weeks and days • Hours, minutes and seconds • Read analogue clocks • Convert between analogue and digital times • Convert to and from the 24-hour clock 1 • Convert from the 24-hour clock 	<ul style="list-style-type: none"> • Interpret charts • Comparison, sum and difference • Interpret line graphs • Draw line graphs 	<p>Describe position using co-ordinates Plot co-ordinates Draw 2-D shapes on a grid Translate on a grid Describe translations on a grid</p>	
National Curriculum Link	<ul style="list-style-type: none"> • 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. • Solve simple measure and money problems involving fractions and decimals to two decimal places. • Compare numbers with the same number • of decimal places up to two decimal places. • Round decimals with one decimal place to the nearest whole number. • Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$. 	<ul style="list-style-type: none"> • Estimate, compare and calculate different measures, including money in pounds and pence. • Solve simple measure and money problems involving fractions and decimals to two decimal places. 	<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • Describe positions on a 2-D grid as coordinates in the first quadrant. • Plot specified points and draw sides to complete a given polygon. • Describe movements between positions as translations of a given unit to the left/right and up/down. 	

