

# Year 4

## Maths Overview 2024-2025



	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14	Week 15	Daily Fluency
<b>Autumn</b>	Place Value				Number: Addition and Subtraction			Measurement: Area	Multiplication and Division A	Assessment	Multiplication and Division A				Consolidation	<p>I know number bonds of 100</p> <p>Count in 3,4 and 8s. I know the multiplication and division facts for the 3, 4 and 8 times tables.</p> <p>(consolidation – 1 week each table, 1 week mixed)</p> <p>Find <math>\frac{1}{2}</math>, <math>\frac{1}{4}</math>, <math>\frac{3}{4}</math> of a number</p>
<b>Spring</b>	Multiplication and Division B			Measurement: Length and perimeter		Number: Fractions			Assessment	Number: Fractions	Number: Decimals A					<p>Count in 6s. I know the multiplication and division facts for the 6 times table.</p> <p>Count in 9s. I know the multiplication and division facts for the 9 times table.</p>
<b>Summer</b>	Number: Decimals B		Measurement: Money		Assessment	Measurement: Time		Geometry: Shape		Statistics	Geometry: Position and Direction				<p>Count in 7s. I know the multiplication and division facts for the 7 times table.</p> <p>Count in 11s and 12s. I know the multiplication and division facts for the 11 and 12 times tables.</p>	

Statements *in blue* have been identified as 'ready to progress' objectives: key concepts which are essential building blocks for the next steps in learning.  
*These objectives must be embedded so that children are fluent.*

## Autumn Term

### Knowledge and Skills

### Teaching sequence

#### Autumn Term

#### Block 1: Place Value

- Count in multiples of 6, 7, 9, 25 and 1000. **(4NPV1)**
- Find 1000 more or less than a given number. **(4NPV3)**
- Recognise the place value of each digit in a four digit number (thousands, hundreds, tens and ones) **(4NPV2)**
- Order and compare numbers beyond 1000 **(4NPV3)**
- Identify, represent and estimate numbers using different representations. **(4NPV2)**
- Round any number to the nearest 10, 100 or 1000 **(4NPV3)**
- Solve number and practical problems that involve all of the above and with increasingly large positive numbers.

- Step 1 Represent numbers to 1,000
- Step 2 Partition numbers to 1,000
- Step 3 Number line to 1,000
- Step 4 Thousands (NPV - 1)**
- Step 5 Represent numbers to 10,000 (NPV - 2)**
- Step 6 Partition numbers to 10,000 (NPV - 2)**
- Step 7 Flexible partitioning of numbers to 10,000 (NPV - 2)**
- Step 8 Find 1, 10, 100, 1,000 more or less (NPV - 3)**
- Step 9 Number line to 10,000 (NPV - 3, NPV - 4)**
- Step 10 Estimate on a number line to 10,000 (NPV - 3, NPV - 4)**
- Step 11 Compare numbers to 10,000 (NPV - 3)**
- Step 12 Order numbers to 10,000 (NPV - 3)**
- Step 13 Roman numerals (NPV - 3)**
- Step 14 Round to the nearest 10 (NPV - 3)**
- Step 15 Round to the nearest 100 (NPV - 3)**
- Step 16 Round to the nearest 1,000 (NPV - 3)**
- Step 17 Round to the nearest 10, 100 or 1,000 (NPV - 3)**

#### Block 2: Addition and subtraction

- Add and subtract numbers with up to 4 digits using a formal written method
- Estimate and use inverse operations to check answers to calculations.
- Solve addition and subtraction two-step problems in context, deciding on which operation and method to use and why.

- Step 1 Add and subtract 1s, 10s, 100s and 1,000s
- Step 2 Add up to two 4-digit numbers - no exchange
- Step 3 Add two 4-digit numbers - one exchange
- Step 4 Add two 4-digit numbers - more than one exchange
- Step 5 Subtract two 4-digit numbers - no exchange
- Step 6 Subtract two 4-digit numbers - one exchange
- Step 7 Subtract two 4-digit numbers - more than one exchange
- Step 8 Efficient subtraction
- Step 9 Estimate answers
- Step 10 Checking strategies

<p><b>Block 3: Measurement - area</b></p> <ul style="list-style-type: none"> <li>Find the area of rectilinear shapes by counting squares.</li> </ul>	<p>Step 1 What is area? Step 2 Count squares Step 3 Make shapes Step 4 Compare areas</p>
<p><b>Block 4: Multiplication and Division (A)</b></p> <ul style="list-style-type: none"> <li>Recall and use multiplication and division facts for multiplication tables up to <math>12 \times 12</math>. <b>(4NF1)</b></li> <li>Count in multiples of 6, 7, 9, 25 and 1000 <b>(4NF1, MD2)</b></li> <li>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. <b>(4NF1, 4MD1, 4MD2)</b></li> <li>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 <math>n</math> objects are connected to <math>m</math> objects.. <b>(4MD2)</b></li> </ul>	<p><b>All steps relate to NF-1, NF-2 and MD-2</b></p> <p><b>Step 1 Multiples of 3</b> <b>Step 2 Multiply and divide by 6</b> <b>Step 3 6 times-table and division facts</b> <b>Step 4 Multiply and divide by 9</b> <b>Step 5 9 times-table and division facts</b> <b>Step 6 The 3, 6 and 9 times-tables</b> <b>Step 7 Multiply and divide by 7</b> <b>Step 8 7 times-table and division facts</b> <b>Step 9 11 times-table and division facts</b> <b>Step 10 12 times-table and division facts</b> <b>Step 11 Multiply by 1 and 0</b> <b>Step 12 Divide a number by 1 and itself</b> <b>Step 13 Multiply three numbers</b></p>

<h2>Spring Term</h2>	
<u>Knowledge and Skills</u>	<u>Teaching sequence</u>
<p><b>Block 1: Multiplication and division (B)</b></p> <ul style="list-style-type: none"> <li>Recall and use multiplication and division facts for multiplication tables up to <math>12 \times 12</math>. <b>(4NF1)</b></li> <li>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. <b>(4NF1, 4MD1, 4MD2)</b></li> <li>Recognise and use factor pairs and commutativity in mental calculations. <b>(4MD2)</b></li> <li>Multiply two digit and three digit numbers by a one-digit number using formal written layout. <b>(4MD3)</b></li> <li>Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling</li> </ul>	<p><b>Step 1 Factor pairs (NF-1)</b> <b>Step 2 Use factor pairs (NF-1)</b> <b>Step 3 Multiply by 10 (NPV - 1, MD-1)</b> <b>Step 4 Multiply by 100 (NPV-1, NF-3, MD-1)</b> <b>Step 5 Divide by 10 (NPV - 1, MD-1)</b> <b>Step 6 Divide by 100 (NPV-1, NF-3, MD-1)</b> <b>Step 7 Related facts - multiplication and division (NF-1)</b> <b>Step 8 Informal written methods for multiplication (NF-1, MD-3)</b> <b>Step 9 Multiply a 2-digit number by a 1-digit number (NF-1, MD-3)</b> <b>Step 10 Multiply a 3-digit number by a 1-digit number (NF-1, MD-3)</b> <b>Step 11 Divide a 2-digit number by a 1-digit number (1) (NF-2)</b> <b>Step 12 Divide a 2-digit number by a 1-digit number (2) (NF-2)</b> <b>Step 13 Divide a 3-digit number by a 1-digit number (NF-2)</b> Step 14 Correspondence problems Step 15 Efficient multiplication</p>

<p>problems and harder correspondence problems such as <math>n</math> objects are connected to <math>m</math> objects. <b>(4MD3, 4NF2 – interpret remainders)</b></p>	
<p><b>Block 2: Measurement - Length and perimeter</b></p> <ul style="list-style-type: none"> <li>• Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres <b>(4G2)</b></li> <li>• Convert between different units of measure [for example, kilometre to metre]</li> </ul>	<p>Step 1 Measure in kilometres and metres  Step 2 Equivalent lengths (kilometres and metres)  Step 3 Perimeter on a grid  Step 4 Perimeter of a rectangle  Step 5 Perimeter of rectilinear shapes  Step 6 Find missing lengths in rectilinear shapes  Step 7 Calculate perimeter of rectilinear shapes  <b>Step 8 Perimeter of regular polygons (G-2)</b>  <b>Step 9 Perimeter of polygons (G-2)</b></p>
<p><b>Block 3: Fractions</b></p> <ul style="list-style-type: none"> <li>• Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. <b>(4F1, 4F2)</b></li> <li>• 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. <b>(4F2, 4F3)</b></li> <li>• Add and subtract fractions with the same denominator. <b>(4F3)</b></li> </ul>	<p>Step 1 Understand the whole  Step 2 Count beyond 1  Step 3 Partition a mixed number  <b>Step 4 Number lines with mixed numbers (F-1)</b>  <b>Step 5 Compare and order mixed numbers (F-1)</b>  Step 6 Understand improper fractions  <b>Step 7 Convert mixed numbers to improper fractions (F-2)</b>  <b>Step 8 Convert improper fractions to mixed numbers (F-2)</b>  Step 9 Equivalent fractions on a number line  Step 10 Equivalent fraction families  Step 11 Add two or more fractions  <b>Step 12 Add fractions and mixed numbers (F-3)</b>  Step 13 Subtract two fractions  <b>Step 14 Subtract from whole amounts (F-3)</b>  <b>Step 15 Subtract from mixed numbers (F-3)</b></p>
<p><b>Block 4: Decimals (A)</b></p> <ul style="list-style-type: none"> <li>• Recognise and write decimal equivalents of any number of tenths or hundredths.</li> <li>• 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</li> <li>• Solve simple measure and money problems involving fractions and decimals to two decimal places.</li> <li>• Convert between different units of measure [for example, kilometre to metre]</li> </ul>	<p>Step 1 Tenths as fractions  Step 2 Tenths as decimals  Step 3 Tenths on a place value chart  Step 4 Tenths on a number line  Step 5 Divide a 1-digit number by 10  Step 6 Divide a 2-digit number by 10  Step 7 Hundredths as fractions  Step 8 Hundredths as decimals  Step 9 Hundredths on a place value chart  Step 10 Divide a 1- or 2-digit number by 100</p>

## Summer Term

### Knowledge and Skills

### Teaching sequence

#### **Block 1: Decimals (B)**

- 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  $\frac{1}{4}$ ,  $\frac{1}{2}$ ,  $\frac{3}{4}$
- 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
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- Step 1 Make a whole with tenths
- Step 2 Make a whole with hundredths
- Step 3 Partition decimals
- Step 4 Flexibly partition decimals
- Step 5 Compare decimals
- Step 6 Order decimals
- Step 7 Round to the nearest whole number
- Step 8 Halves and quarters as decimals

#### **Block 2: Measurement - money**

- 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.

- Step 1 Write money using decimals
- Step 2 Convert between pounds and pence
- Step 3 Compare amounts of money
- Step 4 Estimate with money
- Step 5 Calculate with money
- Step 6 Solve problems with money

#### **Block 3: Time**

- Convert between different units of measure [for example, kilometre to metre; hour to minute]
- 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.

- Step 1 Years, months, weeks and days
- Step 2 Hours, minutes and seconds
- Step 3 Convert between analogue and digital times
- Step 4 Convert to the 24-hour clock
- Step 5 Convert from the 24-hour clock

#### **Block 4: Geometry – properties of shape**

- Identify acute and obtuse angles and compare and order angles up to two right angles by size. **(4G2)**
- 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. **(4G2, 4G3)**
- Complete a simple symmetric figure with respect to a specific line of symmetry. **(4G3)**

- Step 1 Understand angles as turns
- Step 2 Identify angles
- Step 3 Compare and order angles
- Step 4 Triangles (G-2)**
- Step 5 Quadrilaterals (G-2)**
- Step 6 Polygons (G-2)**
- Step 7 Lines of symmetry (G-3)**
- Step 8 Complete a symmetric figure (G-3)**

<p><b><u>Block 5: Statistics</u></b></p> <ul style="list-style-type: none"> <li>• Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. <b>(4NPV4)</b></li> <li>• Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs. <b>(4NPV4)</b></li> </ul>	<p>Step 1 Interpret charts  Step 2 Comparison, sum and difference  Step 3 Interpret line graphs  Step 4 Draw line graphs</p>
<p><b><u>Block 6: Geometry – position and direction</u></b></p> <ul style="list-style-type: none"> <li>• Describe positions on a 2-D grid as coordinates in the first quadrant. <b>(4G1)</b></li> <li>• Plot specified points and draw sides to complete a given polygon. <b>(4G1, 4G2)</b></li> <li>• Describe movements between positions as translations of a given unit to the left/ right and up/ down. <b>(4G1)</b></li> </ul>	<p>Step 1 Describe position using coordinates  Step 2 Plot coordinates  <b>Step 3 Draw 2-D shapes on a grid (G-1)</b>  <b>Step 4 Translate on a grid (G-1)</b>  Step 5 Describe translation on a grid</p>