

Maths Year 4 Yearly Overview



Maths at Granby

- Objectives are written in order of teaching and in line with the White Rose Scheme of Work An objective may equal part of a lesson, a one lesson or may require multiple lessons and broken into even smaller steps
- The length of units may vary depending on cohort needs as previous year group objectives may need to be revised or retaught first.
- The lengths of units may vary or continue into the next term depending on events, trips, visitors and the assessment weeks which may interrupt a sequence of learning.
- Teachers will use their professional discretion to make decisions about the length and order of teaching sequences, and record changes on the overview accordingly.

Key:

Number and place value
Addition and Subtraction
Multiplication and division
Fractions
Decimals
Percentages
Measures
Geometry
Statistics
Algebra
Ratio

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Autumn	Autumn 1		Autumn 2
Domain	Number and Place value	Addition and Subtraction	Multiplication and division Unit 1
Objectives	<ul style="list-style-type: none"> To represent numbers to 1,000 To partition numbers to 1,000 To place numbers on a number line (to 1000) To understand thousands To represent numbers to 10,000 To partition numbers to 10,000 To find 1, 10, 100 and 1,000 more To find 1, 10, 100 and 1000 less To place numbers on a number line (to 10,000) To compare numbers to 10,000 To order numbers to 10,000 To recognise Roman Numerals To round numbers to the nearest 10, 100 and 1,000 To calculate using negative numbers To count in 25s 	<ul style="list-style-type: none"> To add and subtract 1s, 10s, 100s and 1000s To use known facts for addition and subtraction To use mental strategies for addition and subtraction To add 3-digit numbers with exchange To add 4-digit numbers no exchange To add 4-digit numbers 1 exchange. To add 4-digit numbers 2 exchange To subtract 2-digit numbers (exchanging) To subtract 3-digit numbers (exchanging) To subtract 4-digit numbers (no exchange) To subtract 4-digit numbers (exchanging) To estimate answers To choose efficient methods to subtract To check answers through inverse operations. 	<ul style="list-style-type: none"> To understand multiples of 3 To multiply and divide by 6 To know the 6 times table and division facts To multiply and divide by 9 To know 9 times table and division facts To multiply and divide by 7 To know 7 times table and division facts To know 11 times table and division facts To know 12 times table and division facts To multiply by 1 and 0 To divide a number by 1 and itself To multiply three numbers

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Spring	Spring 1	Spring 2	
Domain	Multiplication and division Unit 2	Measures	Fractions
Objectives	<ul style="list-style-type: none"> To use factor pairs To multiply by 10 To multiply by 100 To divide by 10 To divide by 100 To use related facts between multiplication and division To multiply a 2-digit number by a 1-digit number. To multiply a 3-digit number by a 1-digit number. To divide a 2-digit number by a 1-digit number To divide a 3-digit number by a 1-digit number To divide with remainders To solve correspondence problems To choose efficient multiplication 	<ul style="list-style-type: none"> To measure in kilometres and metres To find equivalent lengths To calculate perimeter on a grid To calculate the perimeter of a rectangle To calculate the perimeter of rectilinear shapes To calculate missing lengths in rectilinear shapes To calculate the perimeter of regular polygons To calculate the perimeter of polygons To understand area To count squares to find the area To make shapes with a given area To calculate area To compare the area of shapes 	<ul style="list-style-type: none"> To understand the whole To count beyond 1 To partition a mixed number To place fractions on a number line with mixed fractions To compare and ordering fractions To understand improper fractions To convert mixed numbers to improper fractions To convert improper fractions to mixed numbers To find equivalent fractions To add two or more fractions To subtract two fractions To subtract from mixed number fractions

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Summer	Summer 1	Summer 2			
Domain	Decimals	Measures: money	Geometry: properties of shape	Geometry: position and direction	Statistics
Objectives	To understand as fractions To understand tenths as decimals To understand tenths on a number line To divide a 1-digit number by 10 To divide a 2-digit number by 10 To understand hundredths as fractions To understand hundredths as decimals To divide a 1-digit number by 100 To divide a 2-digit number by 100 To make a whole with tenths To make a whole with hundredths To partition decimals To compare decimals To order decimals To round decimals to the nearest whole number To understand halves and quarters as decimals	To write money using decimals To convert between pounds and pence To compare amounts of money To calculate with money To estimate with money To solve problems with money.	To understand turns and angles. To identify angles To compare and order angles To recognise and understand triangles, quadrilaterals and polygons To find lines of symmetry	To describe position using coordinates To plot coordinates To draw 2D shapes on a grid To translate on a grid To describe translation on a grid	To interpret charts To solve comparison, sum and difference problems To interpret line graphs To draw line graphs.

Taught through starters:

Time should be taught throughout the whole year in line with the following coverage

- **O'clock times and half past**
- **Quarter past and quarter to**
- **5 minute intervals**
- **Time to the nearest minute**
- **Years, months, weeks and days**
- **Hours, minutes and seconds**
- **Converting between analogue and digital time**
- **Converting to and from 24 hour clock**