



Year Four Maths Expectations October 2022

| Place Value | Addition and Subtraction | Multiplication and Division | Fractions | Measures | Geometry | Statistics |
|--|---|--|--|---|--|--|
| Count in multiples of 6, 7, 9, 25 & 1,000 | Continue to develop mental methods for addition & subtraction including partitioning to bridge, rounding and adjusting | Recall multiplication and division facts for multiplication tables up to 12 x 12. | Recognise & show using diagrams, families of common equivalent frac mixed & improper f | Convert between units of measure eg. g/kg hrs/mins & km/m l/mls | Compare % classify triangles isosceles, scalene & equilateral triangle according to properties | Use a range of scales to interpret & present continuous & discrete data using appropriate graphical methods including bar charts & line graphs to represent time |
| Find 1,000 more or less than a given number | | Use place value, known and derived facts to multiply and divide mentally, including: multiplying three numbers & applying the associative law $2 \times (3 \times 4) = (2 \times 3) \times 4$ Known facts eg. $2 \times 3 = 6 = 60$ divide by 2 = 30 Use the distributive law – $29 \times 5 = 20 \times 5 + 9 \times 5$ Or $5 \times 6 = 4 \times 6 + 6$ | Count up and down in different fractions & hundredths & recognise hundredths arise when dividing an object by 100 and tenths arise when dividing an object by 10 | Measure & calc the perimeter of rectangles (inc sq) in cm & m and express perimeter as $2(a + B)$ | Compare & classify quadrilaterals – rhombus, parallelogram trapezium | |
| Count backwards through zero to include negative numbers. | | Recognise the place value of each digit in a 4-digit number (thousands, hundreds, tens, and ones). | Add and subtract up to four digit numbers using formal column methods where appropriate | Reason to solve problems finding fractions of quantities including non unit fractions where the answer is a whole number | Find the area of rectilinear shapes by counting squares & relate to arrays from multiplication | |
| Represent four digit numbers, including placing on marked or unmarked number lines & scales to represent measures | Apply rounding skills to estimate answers to check for accuracy | Recognise and use factor pairs & commutativity in mental calculations | Reason to solve money, measure & fraction problems in context to two decimal places | Estimate, compare & calculate (inc conversions) of different measures inc money, pounds & pence | Draw symmetrical patterns & identify lines of symmetry in 2d shapes including different orientations | Solve comparison, sum & difference problems using information presented in bar charts, line graphs, pictograms and tables |
| Partition four digit numbers in different ways – including reasoning to find missing numbers | Apply inverse operations to find missing numbers and check for accuracy | Multiply and divide two and three digit numbers using formal methods inc division with remainders | Add & subtract fractions with the same denominator inc mixed nos & improper fractions | Read and convert analogue & digital times 12 & 24 clocks | Complete a simple symmetric figure in relation to specific line or symmetry | |
| Order and compare numbers beyond 1,000 | Reason to solve two step addition and subtraction problems – including context of mixed measures, deciding which operations or methos to use and why? | Reason to solve multiplication and division problems in context: Using bar models to understand & represent problems. Scaling to solve problems. Division in context by rounding up or rounding down the answer 3 times as long twice as long | Recognise decimal & fraction equivalents of tenths & hundredths | Reason to solve a range of problems including Calculating the length of time of an event, Converting from hours to minutes & vice versa Converting from minutes to seconds & vice versa Converting from days to weeks & vice versa Converting from years to weeks | Describe position of shapes in first quadrant | |
| Round any number to the nearest 10, 100 or 1,000 | | | Use bar models to interpret problems for addition & subtraction – linked to structures | | Reason to solve addition & subtraction problems by explaining mistakes | |
| Reason to solve number or practical problems including: <i>Odd one out, True/False, Agree/Disagree, Justify or prove a conjecture or statement, generalise rules, working systematically and finding all solutions</i> | Reason to interpret tables to solve addition & subtraction problems | Reason to solve problems in context eg. The perimeter or a regular hexagon or | Multi & divide 1 or 2 digit numbers by 10 or 100 identifying the value of digits in answers as ones, tenths or hundredths | Read & interpret simple timetables | Describe number of moves left/right or up/down of a translated shape | |
| Reason to find missing numbers and complete or continue number sequences | | | Round decimals with one place – nearest wh number | | Reason to sort & classify shapes according to their properties using venn & carroll diagrams | |
| | | | Compare & order decimals with two places | | | |

