Maths LTP – Year 4

Key place value objectives: (Focus for starter activities/ basic skills. Objectives should underpin all mathematical skills.)
Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)
Order and compare numbers beyond 1000
Round any number to the nearest 10, 100 or 1000.
Find 1000 more or less than a given number
Count backwards through zero to include negative numbers.
Identify, represent and estimate numbers using different representations.
Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.
Count in multiples of 6, 7, 9, 25 and 1000.
Recall multiplication and division facts for multiplication tables up to 12 × 12
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
Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.

Autumn	Spring	Summer
WK1- Identify, represent and estimate numbers using different representations. Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) WK2- Find 1000 more or less than a given number Order and compare numbers beyond 1000 Round any number to the nearest 10, 100 or 1000. Wk3- Count backwards through zero to include negative numbers. Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value. (This can happen in each week) Solve number and	Wk1- Multiply two-digit and three-digit numbers by a one-digit number using formal written layout Wk2- Find the area of rectilinear shapes by counting squares Wk3- Convert between different units of measure [for example, kilometre to metre; hour to minute] Wk4- 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. Wk5- Estimate and use inverse operations to	Wk1- Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. Wk2- Recognise and show, using diagrams, families of common equivalent fractions Wk3- Recognise and write decimal equivalents of any number of tenths or hundredths. Wk4- Recognise and write decimal equivalents to ¼, ½ and 2/4 Wk5- Identify lines of symmetry in 2-D shapes presented in different orientations Wk6- Complete a simple symmetric figure with respect to a specific line of symmetry.

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practical problems that involve all of the above and with increasingly large positive numbers Wk4- Estimate and use inverse operations to check answers to a calculation. WK5- Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate Wk6- Measure and calculate the perimeter of a rectilinear figure (including squares) in centimeters and meters WK7- Estimate, compare and calculate different measures, including money in pounds and pence.	check answers to a calculation	
Wk1- Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. Wk2- 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. Wk3- Round decimals with one decimal place to the nearest whole number Compare numbers with the same number of	WK1- Read, write and convert time between analogue and digital 12- and 24-hour clocks Wk2- Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days. Wk3- Identify acute and obtuse angles and compare and order angles up to two right angles by size Wk4- Describe positions on a 2-D grid as coordinates in the first quadrant. Describe movements between positions as	**Wk1-** 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 **Wk2**- Add and subtract fractions with the same denominator **Wk3**- Solve simple measure and money problems involving fractions and decimals to two decimal places.

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decimal places up to two decimal places. Wk4- Count in multiples of 6, 7, 9, 25 and 1000. Recall multiplication and division facts for multiplication tables up to 12 × 12 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 Wk5- Find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths WK6- Recognise and use factor pairs and commutativity in mental calculations	translations of a given unit to the left/right and up/down Wk5- Plot specified points and draw sides to complete a given polygon.	