

Year 4 - Yearly overview and small steps guidance

from the White Rose Scheme of Learning

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn	Number: Place Value				Number: Addition and Subtraction			Measurement: Length and Perimeter	Number: Multiplication and Division			Consolidation
Spring	Number: Multiplication and Division			Measurement: Area	Number: Fractions				Number: Decimals			Consolidation
Summer	Number: Decimals		Measurement: Money		Measurement: Time	Statistics		Geometry: Properties of Shape			Geometry: Position and Direction	Consolidation

Place value

▶ Roman Numerals to 100

▶ Round to the nearest 10

▶ Round to the nearest 100

▶ Count in 1,000s

▶ 1,000s, 100s, 10s and 1s

▶ Partitioning

▶ Number line to 10,000

▶ 1,000 more or less

▶ Compare numbers

▶ Order numbers

▶ Round to the nearest 1,000

▶ Count in 25s

▶ Negative numbers

Count in multiples of 6, 7, 9, 25 and 1,000.

Find 1,000 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 1,000.

Identify, represent and estimate numbers using different representations.

Round any number to the nearest 10, 100 and 1,000.

Solve number and practical problems that involve all of the above and with increasingly large positive numbers.

Count backwards through zero to include negative numbers.

Addition and Subtraction

- ▶ Add and subtract 1s, 10s, 100s and 1,000s
- ▶ Add two 4-digit numbers - no exchange
- ▶ Add two 4-digit numbers - one exchange
- ▶ Add two 4-digit numbers - more than one exchange
- ▶ Subtract two 4-digit numbers - no exchange
- ▶ Subtract two 4-digit numbers - one exchange
- ▶ Subtract two 4-digit numbers - more than one exchange
- ▶ Efficient subtraction
- ▶ Estimate answers
- ▶ Checking strategies

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.

Length and Perimeter

- ▶ Kilometres
- ▶ Perimeter on a grid
- ▶ Perimeter of a rectangle
- ▶ Perimeter of rectilinear shapes

Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres.

Convert between different units of measure [for example, kilometre to metre].

Multiplication and Division

- ▶ Multiply by 10
- ▶ Multiply by 100
- ▶ Divide by 10
- ▶ Divide by 100
- ▶ Multiply by 1 and 0
- ▶ Divide by 1 and itself
- ▶ Multiply and divide by 6
- ▶ 6 times table and division facts
- ▶ Multiply and divide by 9
- ▶ 9 times table and division facts
- ▶ Multiply and divide by 7
- ▶ 7 times table and division facts

Recall and use multiplication and division facts for multiplication tables up to 12×12

Count in multiples of 6, 7, 9, 25 and 1,000

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.

Multiplication and Division

- 11 and 12 times-table
- Multiply 3 numbers
- Factor pairs
- Efficient multiplication
- Written methods
- Multiply 2-digits by 1-digit
- Multiply 3-digits by 1-digit
- Divide 2-digits by 1-digit (1)
- Divide 2-digits by 1-digit (2)
- Divide 3-digits by 1-digit
- Correspondence problems

Recall and use 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.

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.

Area

- What is area?
- Counting squares
- Making shapes
- Comparing area

Find the area of rectilinear shapes by counting squares.

Fractions

- What is a fraction?
- Equivalent fractions (1)
- Equivalent fractions (2)
- Fractions greater than 1
- Count in fractions
- Add 2 or more fractions
- Subtract 2 fractions
- Subtract from whole amounts
- Calculate fractions of a quantity
- Problem solving – calculate quantities

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.

Decimals

Recognise tenths and hundredths

Tenths as decimals

Tenths on a place value grid

Tenths on a number line

Divide 1-digit by 10

Divide 2-digits by 10

Hundredths

Hundredths as decimals

Hundredths on a place value grid

Divide 1 or 2-digits by 100

Recognise and write decimal equivalents of any number of tenths or hundredths.

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.**

Convert between different units of measure [for example, kilometre to metre]

Decimals

- Make a whole
- Write decimals
- Compare decimals
- Order decimals
- Round decimals
- Halves and quarters

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 $\frac{3}{4}$

Understand 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.

Money

- Pounds and pence
- Ordering money
- Estimating money
- Four operations

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.

Time

- Hours, minutes and seconds
- Years, months, weeks and days
- Analogue to digital - 12 hour
- Analogue to digital - 24 hour

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.

Statistics

- Interpret charts
- Comparison, sum & difference
- Introducing line graphs
- Line graphs

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.

Properties of shape

- Identify angles
- Compare and order angles
- Triangles
- Quadrilaterals
- Lines of symmetry
- Complete a symmetric figure

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.

Position and Direction

- Describe position
- Draw on a grid
- Move on a grid
- Describe a movement on a grid

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.