Year 4 Maths Medium Term Plan

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Place Value Count in multiples of 6, 7, 9, 25 and 100 Count backwards through 0 to include negative numbers Identify, represent and estimate numbers using a wide range of representations. Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) Compose and decompose four-digit numbers using standard and nonstandard partitioning. Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100. Find 1000 more or less than a given number Reason about the location of any four-digit number in the	**Multiplication & Division** Manipulate multiplication and division equations, and understand and apply the commutative property of multiplication. 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 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100) Recognise and use factor pairs and commutativity in mental calculations Multiply and divide whole numbers by 10 and 100 (keeping to whole number quotients); understand this as equivalent to making a number 10 or 100 times the size.	**Area** Find the area of rectilinear shapes by counting squares **Length & Perimeter** Convert between different units of measure: for example, kilometre to metre Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres **Fractions** Reason about the location of mixed numbers in the linear number system Compare and order mixed numbers Convert improper fractions to mixed numbers Convert mixed numbers to improper fractions	**Fractions** Recognise and show, using diagrams, families of common equivalent fractions **Decimals** Recognise and write decimal equivalents of any number of tenths Divide a one-digit number by 10, identifying the value of the digits in the answer Divide a two-digit number by 10, identifying the value of the digits in the answer Count up and down in hundredths Recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten Recognise and write decimal equivalents of any number of hundredths Divide a one-digit number by 100, identifying the value of the digits in the answer	**Properties of Shape** Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes Identify acute and obtuse angles Compare and order angles up to two right angles by size 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 **Time** Read and write time using an analogue clock Read and write time using digital 12- and 24-hour clocks Convert time between analogue and digital 12- and 24-hour clocks	**Mental Strategies for Multiplication** Recall multiplication and division facts for multiplication tables up to 12 × 12 **Money** Solve simple measure and money problems involving fractions and decimals to two decimal places Estimate, compare and calculate different measures, including money in pounds and pence **Statistics** 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 **Position & Direction** Describe positions on a 2-D grid as coordinates in the first quadrant

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linear number system, including identifying the previous and next multiple of 1,000 and 100 Divide 1,000 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 1,000 with 2, 4, 5 and 10 equal parts Round any number to the nearest 10, 100 or 1000 Compare and order numbers beyond 1000 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 Solve number and practical problems that involve all of the above and with increasingly large positive numbers Addition & Subtraction	Understand and apply the distributive law to multiply a two-digit number by a one-digit number Multiply three-digit numbers by a one-digit number using formal written layout Solve division problems, with two-digit dividends and one-digit divisors Interpret remainders appropriately according to the context. Solve integer scaling problems Solve correspondence problems such as n objects are connected to m objects	Add and subtract improper and mixed fractions with the same denominator Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers	Divide a two-digit number by 100, identifying the value of the digits in the answer 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 1/4, 1/2, 3/4	Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days	Describe movements between positions as translations of a given unit to the left/right and up/down Plot specified points and draw sides to complete a given polygon

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Add and subtract numbers with up to 4 digits using columnar methods Estimate to check answers to a calculation 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					