Year 4 – Spring Term

Some units such as Statistics; Shape, Space and Position and Measure are new to this term; other units have some new elements but generally will offer children the chance to review steps covered in the Autumn term and to apply these skills at an increasingly challenging level, incorporating more opportunities for the children to solve problems, investigate, hypothesise, explain and reason about Maths

Unit 1:	**Unit 2:**	**Week 3:**	**Unit 4**	**Unit 5:**
Place Value – 6 lessons	Addition/subtraction – 7 lessons	Multiplication/division – 8 lessons	Fractions 7 lessons	Decimals 7 lessons
• partition numbers to 10,000 and understand that a 5-digit number can be partitioned in different ways. • add and subtract multiples of 1, 10, 100 and 1000. • round to the nearest 10/100 or 1000 • use and explain the Roman humeral system • explain what negative numbers are and solve simple problems • compare and order numbers to 10,000 and numbers with a mixture of positive and negative numbers	• add up to 4-digit numbers with and without exchanging • subtract up to 4-digit numbers with and without exchanging • Solve word problems using addition and subtraction • estimate the answer to an addition or subtraction calculation using rounding • Solve missing number equations using inverse knowledge • use the inverse to check the answer to an addition or subtraction calculation • choose most efficient method of addition and subtraction	• recognise what happens when a number is multiplied by 0 or 1 • recognise what happens when a number is divided by 1 or itself • use known facts to explore scaling other number facts • identify pairs of factors of numbers up to 100 and use factor pairs to write equivalent calculations • multiply and divide by 10, 100 • use a formal written method to multiply a 3-digit number by a 1-digit number • use 'bus stop' formal method to divide a 2 and then 3-digit number by 1-digit number, without and then with exchange; including with a remainder • solve problems involving multiplying and dividing numbers up to 3 digits by a one-digit number • solve integer scaling problems	• Explain what a mixed number is, using number lines and pictorial representations to support this • convert mixed numbers to improper fraction and from improper fractions to mixed numbers • understand equivalent fractions through exploring bar models • add two or more fraction or mixed numbers, with the same denominator, including where an answer needs converting from an improper fraction to a mixed number • subtract two fractions including mixed numbers • Solve problems where a fraction of a quantity or an image needs calculating (including non-unit fractions)	• Link decimal tenths and hundredths to fraction equivalents • divide 1 and 2-digit numbers by 10 and 100 • make a whole by combining tenths and hundredths (using number line to illustrate this) • partition decimal numbers with up to 2 decimal places • use place value to compare or order decimal numbers, with up to 2 decimals places • round numbers with tenths to the nearest integer • understand the notation of halves and quarters within the decimal number system

Unit 6:	**Unit 7:**	**Unit 8:**	**Unit 9**	**Unit 10**
Statistics: tables – 3 lessons	Shape, space and position – 6 lessons	Measure: area 3 lessons	Time: 12 and 24 hour digital time; units of time – 5 lessons	Measure: capacity and weight - 4 lessons
• Solve comparison, sum and difference problems using information in simple tables • Solve comparison, sum and difference problems using information in tables with more columns of data • Interpret Carroll diagrams and use them to sort data	• Complete a symmetric figure • Describe the properties of different triangles and quadrilaterals, including the names of the different angles • Identify regular and irregular polygons and count lines of symmetry in them • Describe position and plot points using coordinates in first quadrant • Draw 2-D shapes on a grid • Translate shapes on a grid and describe a translation	• understand area as the space inside a shape • calculate the area of a rectilinear shape by counting squares • draw shapes with a given area • compare and order the areas of shapes • Measure lines accurately using cm and mm to calculate perimeter (revision)	• know and use the relationship between years, months weeks and days; and days, hours, minutes and seconds • solve simple problems involving converting units • match analogue time to the 12 hour digital clock • convert time to the 24 hour digital clock • Solve problems involving converting between analogue, 12 and 24-hour digital clock	• estimate and measure capacities with increased accuracy and interpret simple scales • estimate and measure weights with increased accuracy and interpret simple scales • Know how to convert between litres and ml and between g and kg • Solve problems involving capacity and weight