Year 4 maths objectives

[KEY] I can count up and down in hundredths and know that a hundredth is made by dividing an object by one hundred and a tenth is made by dividing an object by ten.	[KEY] I know all my times table up to the 12 times tables.	I can solve number and practical problems that involve rounding, ordering and exploring negative numbers and with increasingly large positive numbers.	I can 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.	I know what the outcome is when I multiply a number by 1 or by zero.	I can work out the fractions of numbers such as 4/5 of 25 or 7/10 of 700.

I know what the outcome is when I divide a number by 1.	I know what each digit means in four-digit numbers such as 2024.	[KEY] I can count in multiples of 6, 7, 9, 25 and 1000.	[KEY] I can order and compare numbers above 1000.	I can multiply three numbers together, such as 3 x 6 x 9.

I know what factor pairs are how I can multiply numbers in any order and use my knowledge to work out questions in my head.	I can make estimates of a range of things - such as how many small objects there are in a large jar, how long in cm an object is, how heavy an object may weigh in kg.	I can find 1000 more or less than a given number.	[KEY] I can count backwards to negative numbers below zero.	[KEY] I can round a number to the nearest 10, 100 or 1000.	I can multiply a two-digit or a three-digit number by a one-digit number using written methods.

I can solve maths problems such as - how many different outfits can I make from 3 hats and 4 coats.	I can estimate an answer and check my answer using inverse operations.	I can add and subtract numbers with up to 4 digits using written methods (for example, using column addition and subtraction).	[KEY] I can solve longer addition and subtraction problems and explain all the steps I took and why I worked things out as I did.	[KEY] I can show in drawings why a number of fractions equal each other (such as 3/5 and 6/10) and are called equivalent fractions.

I can take continuous and discrete data and create a bar chart or time graph.	I can convert hours to minutes, minutes to seconds, years to months and weeks to days.	[KEY] I can convert one unit of measurement to another, such as kilometre to metre, hour to minute and cm to mm.	I can measure and calculate the perimeter of a rectangle (including a square).	[KEY] I can group 2-D shapes based on their properties (such as the number of sides) and sizes.	[KEY] I can solve comparison, sum and difference problems using information in bar charts, pictograms, tables and other graphs.

I can find acute and obtuse angles and order a set of given angles by size.	I can divide a one- or two-digit number by 10 and 100 and I know what the tenths and hundredths mean after the decimal point.	I can add and subtract fractions with the same denominator.	[KEY] I can round decimals with one decimal place to the nearest whole number.	[KEY] I can find all the lines of symmetry in 2-D shapes.

If I have been given one half of a symmetrical shape, I can complete the other half based on the position of the line of symmetry.	I can compare numbers such as 0.26 and 0.56 to say which is bigger or lower.	I can tell you the decimal equivalents of any number of tenths or hundredths - such as 1/10 = 0.1 and 23/100 = 0.23.	I know what the decimal equivalents are for 1/4, 1/2 and 3/4.	[KEY] I can solve measure and money problems involving fractions and decimals to two decimal places.	I can find the coordinates of a point on a grid.

I can move (translate) a point on a grid by a given set of jumps either up/down or left/right.	I can estimate and compare the measurements of a range of measures (such as cm, km, g, litres) and money.	I can find the area of a rectangular shape by counting the number of squares the shape takes up.	I can read, write and convert time between clocks with hands (analogue clocks) and digital 12- and 24-hour clocks.	[KEY] I can plot points using coordinates and join up the points to create a shape.