Hollywood Primary School Mathematics Curriculum Overview

Set _____ Teacher _____. Please date and highlight in the appropriate colour when taught. `Term 1` `Term 2` `Term 3` `Term 4`

Mathematics Year 4

Number – Number and Place Value	Number – Addition and subtraction	Number – Multiplication and division	Number – fractions	Measurement	Geometry – Properties of shape	Geometry – Position and direction	Statistics
Pupils should be taught to ▪ count in multiples of 6, 7, 9, 25 and 1000 ▪ find 1000 more or less than a given number ▪ count backwards through zero to include negative numbers ▪ recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) ▪ order and compare numbers beyond 1000 ▪ identify, represent and estimate numbers using different representations ▪ round any number to the nearest 10, 100 or 1000 ▪ solve number and practical problems that involve all of the above and with increasingly large positive numbers	Pupils should be taught to: ▪ 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.	Pupils should be taught to: ▪ 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 ▪ 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	Pupils should be taught to: ▪ 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	Pupils should be taught to: ▪ Convert between different units of measure [for example, kilometre to metre; hour to minute] ▪ measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres ▪ find the area of rectilinear shapes by counting squares ▪ estimate, compare and calculate different measures, including money in pounds and pence ▪ 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.	Pupils should be taught to: ▪ compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes ▪ identify acute and obtuse angles and 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.	Pupils should be taught to: ▪ describe positions on a 2-D grid as coordinates in the first quadrant ▪ 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.	Pupils should be taught to: ▪ 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.

▪ 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.		objects are connected to m objects.	▪ recognise and write decimal equivalents of any number of tenths or hundredths ▪ recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ ▪ 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 ▪ round decimals with one decimal place to the nearest whole number ▪ compare numbers with the same number of decimal places up to two decimal places ▪ solve simple measure and money problems involving fractions and decimals to two decimal places.