

Year 4 Maths Targets Autumn Term

Number and Place Value

Count in multiples of 6, 7, 9, 25 and 1000; find 1000 more or less than a given number

Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, ones)

Compare and order numbers beyond 1000

Count backwards through zero to include negative numbers

Identify, represent and estimate numbers using different representations

Round any number to the nearest 10, 100 or 1000

Solve number problems and practical problems involving these ideas, and with increasingly large positive numbers

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

Addition and Subtraction

Add and subtract numbers with up to four digits, using formal columnar methods

Estimate the answer to a calculation and use inverse operations to check answers

Solve addition subtraction two-step problems in contexts, deciding which operations and methods to use and why

Multiplication and Division

Recall multiplication and division facts for times tables up to 12x

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

Solve problems involving multiplying and adding including integer scaling problems

Solve problems involving multiplying and adding including harder correspondence problems such as n objects are connected to m objects. Eg. 3 jackets and 4 hats, how many possible outfits?

Measurement – Length, perimeter and area

Convert between different units of measure. Eg. Km to m, hour to minute

Measure and calculate the perimeter of a rectilinear figure (including squares) in cm and m

Find the area of rectilinear shapes by counting squares

Fractions

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 divide quantities, including non-unit fractions where the answer is a whole number

Add and subtract fractions with the same denominator

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

Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$

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

Measurement – Money

Estimate, compare and calculate different measures, including money in pounds and pence

Measurement - Time

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 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

Geometry – Properties of Shape

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 symmetrical figure with respect to a specific line of symmetry

Geometry – Position and Direction

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