Year 4 Maths Long Term Plan 2024 - 2025

Autumn Term

Maths Meetings: Multiplication/Division Programme 8x, 6x

Place Value

- Count backwards through zero to include negative numbers
- Find 1000 more or less than a given number
- Identify, represent and estimate numbers using different representations
- Order and compare numbers beyond 1000
- Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)
- Round any number to the nearest 10, 100 or 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.

Addition and Subtraction

- 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
- Practise mental methods from previous year with increasingly large numbers to aid fluency.

Multiplication and Division

- Count in multiples of 6, 7, 9, 25 and 1000
- Count in multiples of 11, 12
- 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 3 numbers

Geometry: Angles

- Identify acute and obtuse angles and compare and order angles up to two right angles by size

Spring Term

Maths Meetings: Multiplication and Division Programme 9x 7x 11x

Multiplication and division

- Find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in

Geometry
Properties of shape

- Compare and classify geometric shapes, including quadrilaterals

Measure

- Convert between different units of measure [for example, kilometre to metre; hour to minute]

Measure
Money

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

the answer as ones, tenths and hundredths • Recognise and use factor pairs and commutativity in mental calculations • Multiply and divide two-digit and three-digit numbers by a one-digit number using formal written layout.	and triangles, based on their properties and sizes • 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.		

Summer Term

Maths Meetings: Multiplication and Division Programme 12 x and review of all multiplication facts

Fractions and Decimals	Multiplication and Division	Measure Time	Measure	Geometry Position and Direction	Statistics
• 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 100 and dividing tenths by 10 • 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 • recognise and write decimal equivalents of any number of tenths or hundreds • recognise and write decimal equivalents to 1/4 , 1/2 , 3/4 • find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in	• Count in multiples of 6, 7, 9, 25 and 1000 • Count in multiples of 11, 12 • 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 3 numbers	• 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	• measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres • find the area of rectilinear shapes by counting squares	• 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.	• Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs

the answer as ones, tenths and hundredths • round decimals with 1 decimal place to the nearest whole number • compare numbers with the same number of decimal places up to 2 decimal places • solve simple measure and money problems involving fractions and decimals to 2 decimal places • Recognise and show, using diagrams, families of common equivalent fractions. • compare numbers with the same number of decimal places up to 2 decimal places					