

Year 4

National Curriculum objectives (Statutory) Ready to progress statements (Non-statutory: guidance)

Autumn term 2022

Wk1	Wk2	Wk3	Wk4	Wk5	Wk6	Wk7
<p>Number: Number and place value Y3: WALT –represent numbers using different representations.</p> <p>Y3: WALT - recognise the place value of each digit in a three-digit number - order numbers up to 1000 WALT – read numbers up to 1000.</p> <p>3NPV-1 Know that 10 tens are equivalent to 1 hundred, and that 100 is 10 times the size of 10; apply this to identify and work out how many 10s there are in other three-digit multiples of 10.</p> <p>3NPV-2 Recognise the place value of each digit in three-digit numbers and compose and decompose three-digit numbers using standard and non-standard partitioning.</p> <p>*Y3 RAG July 22: - Represent numbers using different representations - Recognise the place value of each digit in a three-digit number (hundreds, tens, ones)</p> <p>3NPV-1 Know that 10 tens are equivalent to 1 hundred, and that 100 is 10 times the size of 10; apply this to identify and work out how many 10s there are in other three-digit multiples of 10.</p> <p>3NPV-2 Recognise the place value of each digit in three-digit numbers and compose and decompose three-digit numbers using standard and non-standard partitioning.</p>	<p>Number: Number and place value Y4: WALT –represent numbers using different representations.</p> <p>Y4: WALT - recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)</p> <p>Y4: WALT –represent numbers using different representations (standard and non-standard partitioning)</p> <p>4NPV-1 Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100.</p> <p>4NPV-2 Recognise the place value of each digit in four-digit numbers and compose and decompose four-digit numbers using standard and non-standard partitioning.</p>	<p>Number: Number and place value Y4: WALT –represent numbers using different representations (standard and non-standard partitioning)</p> <p>Y4: WALT - find 1000 more or less than a given number</p> <p>Y3: WALT – order and compare numbers up to 1000</p> <p>Y4: WALT – order and compare numbers beyond 1000</p> <p>4NPV-3 Reason about the location of any four-digit number in the linear number system</p> <p>*Y3 RAG July 22 Compare and order numbers up to 1000</p>	<p>Number: Number and place value /Measures Y4: WALT – order and compare numbers beyond 1000</p> <p>Y3: WALT - measure and compare lengths (m/cm/mm);</p> <p>Y4: WALT - convert between different units of measure [for example, kilometre to metre]</p> <p>*Y3 RAG July 22 Measure and compare lengths (m/cm/mm);</p>	<p>Measures Y4: WALT - convert between different units of measure [for example, kilometre to metre]</p> <p>Y4: WALT - measure the perimeter of a rectilinear figure (including squares) in centimetres</p> <p>*Y3 RAG July 22 Measure the perimeter of simple 2-d shapes</p>	<p>Number: Addition and Subtraction Y4: WALT – add numbers mentally up to 4 digits.</p> <p>Y4: WALT – add numbers using the formal method of addition</p> <p>*Y3 RAG July 22: - Add and subtract numbers up to three digits using formal methods. - Estimate the answer to a calculation and use inverse operations to check answers. - Solve problems using addition and subtraction and place value</p> <p>3AS-2 Add and subtract up to three-digit numbers using columnar methods. 3AS-3 Manipulate the additive relationship: Understand the inverse relationship between addition and subtraction, and how both relate to the part-part-whole structure. Understand and use the commutative property of addition and understand the related property for subtraction.</p>	<p>Number: Addition and Subtraction Y4: WALT – subtract numbers mentally up to 4 digits.</p> <p>Y4: WALT – subtract numbers up to 4 digits (finding the difference)</p> <p>*Y3 RAG July 22: Add and subtract amounts of money to give change</p> <p>3AS-1 Calculate complements to 100.</p>

Wk1	Wk2	Wk3	Wk4	Wk5	Wk6	Wk7
<p>Number: Addition and Subtraction Y4: WALT - subtract numbers with up to 4 digits using the formal written methods of columnar subtraction where appropriate</p> <p>Y4: WALT - use inverse operations to check answers to a calculation</p> <p>Y4 WALT - Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.(including giving change (Y3))</p>	<p>Number: Multiplication and division Y4: WALT – multiply 2 digit numbers by 10 and 100</p> <p>Y4: WALT - use, known and derived facts to multiply mentally, including: multiplying together 3 numbers</p> <p>4MD-1 Multiply and divide whole numbers by 10 and 100 (keeping to whole number quotients); understand this as equivalent to making a number 10 or 100 times the size.</p> <p>4MD-3 Understand and apply the distributive property of multiplication.</p> <p>*Y3 RAG July 22: Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods</p>	<p>Number: Multiplication and division Y4: WALT - recognise and use factor pairs and commutativity in mental calculations</p> <p>Y4: WALT - multiply two-digit and three-digit numbers by a one-digit number</p> <p>4MD-2 Manipulate multiplication and division equations and understand and apply the commutative property of multiplication.</p> <p>*Y3 RAG July 22: Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects.</p> <p>Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables</p>	<p>Assessment week</p>	<p>Geometry: Properties of shapes 4G-2 Identify regular polygons, including equilateral triangles and squares, as those in which the side-lengths are equal, and the angles are equal. Find the perimeter of regular and irregular polygons.</p> <p>*Y3 RAG July 22: Recognise angles as a property of shape or a description of a turn. Draw 2-D shapes and make 3-D shapes using modelling materials</p>	<p>Geometry: Properties of shapes 4G-2 Identify regular polygons, including equilateral triangles and squares, as those in which the side-lengths are equal, and the angles are equal. Find the perimeter of regular and irregular polygons.</p> <p>*Y3 RAG July 22: 3G-1 Recognise right angles as a property of shape or a description of a turn and identify right angles in 2D shapes presented in different orientations. 3G-2 Draw polygons by joining marked points and identify parallel and perpendicular sides.</p>	<p>Geometry: Properties of shapes /Christmas activities 4G-3 Identify line symmetry in 2D shapes presented in different orientations. Reflect shapes in a line of symmetry and complete a symmetric figure or pattern with respect to a specified line of symmetry.</p>

