

## An overview of our Maths throughout the year



### Year 4

- ◆ count in 6s, 7s, 9s, 25s, 1000s and hundredths; count backwards through zero to include negative numbers
  - ◆ read, write, compare, order and know place value of numbers to at least 10000 and numbers with the same number of decimal places up to two decimal place
  - ◆ round any number to the nearest 10, 100 or 1000 and decimals with 1 decimal place to the nearest whole number
  - ◆ add and subtract up to four-digit numbers mentally and using formal written columnar methods
  - ◆ tables and division facts 12 x 12, including 0 and 1
  - ◆ multiply three numbers
  - ◆ multiply two and three-digit numbers by a one-digit number using formal written layout
  - ◆ dividing a one or two-digit number by 10 and 100, identifying value of digits
  - ◆ add and subtract fractions with the same denominator
- ◆ measure and calculate perimeter of rectilinear shapes in metres and centimetres
  - ◆ find the area of rectilinear shapes by counting squares
  - ◆ read, write and convert time between analogue and digital 12 and 24-hour clocks
  - ◆ conversion between units of measure
- ◆ sorting and classifying quadrilateral and triangles
  - ◆ identify lines of symmetry in 2-D shapes presented in different orientations
  - ◆ identify acute and obtuse angles and compare and order angles up to two right angles by size
  - ◆ description positions and translations (movement) within the first quadrant
- ◆ **solve number problems and practical problems involving these ideas**

## This term we will be learning:

### Number

- **know** what each **digit represents** in a **four-digit** number
- **read** and **write** four-digit numbers *e.g. What number is equivalent to seven thousands, four hundreds and six ones? Write the number seven thousand and twenty in figures*
- **partition** four-digit numbers (**thousands, hundreds, tens, ones**)
- **understand** the **importance** of **zero** as a place holder in numbers such as 2036
- **know** 10, 100 or 1000 more / less than a given number using understanding of place value *e.g. 1000ml more/less than 3250 ml?*

### Calculation

- **Know** multiplication **facts** for the 2,3,4,5,8 and 10 times table and **corresponding** division facts and learn the 6 and 12 times tables
- **Reinforce** connections between multiplication facts and division facts using arrays
- Use **doubling** to connect the 3,6 and 12 multiplication tables
- **add** and **subtract** two two-digit numbers using place value equipment and an expanded method *e.g. arrow cards, diennes,*
- **add** and **subtract** two three-digit numbers using place value equipment and an expanded method
- begin to **introduce** exchange knowing that ten ones make 10, ten tens make 100 *e.g. 452 - 237*
- **add** and **subtract** two two-digit then three-digit numbers making at least one exchange, using formal columnar methods *e.g. 426 + 256, 746 - 418*



### Fractions

- ◆ **count** on and back in **halves, quarters, fifths and tenths**
- ◆ know that **fractions are numbers** and place a set of fractions on a number line
- ◆ **read, write** and **understand** fraction notation for **unit** and **non-unit** fractions
- ◆ **recognise** fractions of **shapes/diagrams** *e.g. Which diagrams have exactly a half shaded?*

### Geometry

- ◆ **know** that polygons are closed **2-D shapes** with all straight sides
- ◆ **recognise** and name different triangles (**isosceles, equilateral, scalene, right-angled**)
- ◆ **know** the **angle** and side **properties of scalene, isosceles and equilateral triangles**
- ◆ know that **quadrilaterals are four sided** polygons
- ◆ **recognise** and describe **quadrilaterals** (parallelogram, rhombus, trapezium, kite, rectangle)

## This is how you can help:

### Tables

- ◆ Practise the 3, 4, 6, 8, 12 tables. Say them forwards and backwards.

Ask your child questions like:

What are five eights?

What is 15 divided by 5?

Seven times three?

How many threes in 21?

### Number game 3

Use three dice.

If you have only one dice, roll it 3 times.

- ◆ Make three-digit numbers, e.g. if you roll 2, 4 and 6, you could make 246, 264, 426, 462, 624 and 642.
- ◆ Count on or back from each number in tens
- ◆ Create two three-digit numbers and add them together.