



ST RICHARD'S  
SCHOOL

# Year 4 Maths

## End of Year Expectations

### NUMBER AND PLACE VALUE

- 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.
- Read Roman numerals to 100 (I to C)
- 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 column method where appropriate.
- Estimate and use inverse operations to check answers to a calculation.
- Solve addition and subtraction two-step problems in contexts and decide which operations and methods to use and why.

### 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.

### MULTIPLICATION AND DIVISION

- Recall multiplication and division facts for multiplication tables up to  $12 \times 12$
- 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 commutatively 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,
- Solve integer scaling problems

### GEOMETRY

- Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.
- Identify acute and obtuse angles
- 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.
- 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.

### MEASUREMENT

- Convert between different units of measure (for example, kilometre to metre; hour to minute).
- Measure and calculate the perimeter of a rectilinear figure 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-hour and 24-hour clocks.
- Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

### FRACTIONS (INCLUDING DECIMALS)

- 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,
- Use 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  $\frac{1}{2}$ ,  $\frac{1}{4}$  and  $\frac{3}{4}$ .
- Find the effect of dividing a one- or two-digit number by 10 and 100, 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.

