Cadland Primary School

Year 4	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Autumn 1	NPV 1 Know that 10 hundreds are equivalent to one thousand and that 1 thousand is 10 times the size of one hundred; apply this to work out how many hundreds there are in other 4-digit multiples of 100 (relate to conversions of measures). Two weeks		NPV-2 Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens and ones) and compose and decompose using standard and non-standard partitioning One week		4NPV-3 Reason about the location of any 4-digit number in the linear number system, including identifying the previous and next multiple of 1000 and 100. Round any number to the nearest 10, 100, 1000 (make this a priority in 7 a day). Rounding – 3 weeks		Find 1000 more or less than a given number Compare and order numbers beyond 1000 One week
Autumn 2	NPV-4 Divide 1000 into 2, 4, 5 and 10 equal parts and read scales / number lines split into these equal parts Count in multiples of 25 Interpret data using bar graphs and line graphs (focusing much on scales) and tables and solve comparison, sum and difference problems using these 2 weeks		Count backwards through zero to include negative numbers Weave this into class recalls and 7 a day.	(Throughout the year) NF-1 Recall multiplication and division facts for multiplication tables up to 12 x 12 (explicit teaching of the 3x, 6x, 9x, 11x and 12x tables and then continue recall practice throughout the year during Early Afternoon Task).		NF-2 Using known tables facts up to 12x12, solve division problems with remainders in context i.e. A farmer collects 50 eggs and puts them into boxes. Each egg box can hold 6 eggs. How many full boxes will she have?	NF-3 Apply place value knowledge to known + and x facts to scale them by 100 e.g. 4x7=28 so 4x700=2800 and apply knowledge of inverse relationships

Spring 1	Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why estimate and use inverse operations to check answers to a calculation		MD-1 Multiply and divide any number by 10 and 100 (that doesn't result in a decimal quotient answer) and understand this as the equivalent of making a number 10 or 100 times the size. convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)	MD-2 Manipulate multiplication and division equations and understand and apply the commutative property of multiplication.	MD-3 Understand and apply the distributive property of multiplication i.e. 7x6 is the same as 5x6 and 2x6 combined / You can find 9x7 by taking away 1x7 from 10x7. Multiply together three numbers	Multiply 2 digit and 3-digit numbers by a one digit number using formal written layout and in contextual problems	
Spring 2	F-1 Reason about the location of mixed numbers in the linear number system F-2 Convert mixed numbers to improper fractions and vice-versa (plot these on the number line)	F-3 Add and subtract fractions, improper fractions, and mixed numbers with the same denominator, including bridging whole numbers (e.g. 5/7 + 4/7 = 9/7 or 1 and 2/7)	Recognise and show using diagrams families of common equivalent fractions	Represent and write tenths as fractions and decimals using concrete, pictorial, linear and abstract representations Round decimals with one decimal place to the nearest whole number	Recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten Represent and write hundredths as fractions and decimals using concrete, pictorial, linear and abstract representations Count up and down in hundredths		

Summer 1	Recognise and write decimal equivalents of any number of tenths or hundredths Recognise and write decimal equivalents to ¼ ½ and ¾ 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	NF-1 revisit Recall multiplication and division facts for multiplication tables up to 12 x 12			
Summer 2	Year 4 times table test week	Identify acute and obtuse angles and compare and order angles up to two right angles by size Describe positions on a 2-D grid as coordinates in the first quadrant	G-1 Draw polygons specified by coordinates in the first quadrant G-1 translate polygons within the first quadrant	G-2 Identify regular polygons as those in which all side lengths are equal and all angles are equal Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes	G-2 Find the perimeter of regular and irregular polygons Calculate the perimeter of a composite rectilinear shape Find the area of rectilinear shapes by counting squares	G-3 Identify lines of symmetry in 2D shapes presented in different orientations G-3 Reflect shapes in a line of symmetry and complete a symmetric figure or pattern with respect to a specified line of symmetry	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