Year 4 Maths Objectives

1. Number (Year 4)	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name
4.1.1 Count in multiples of 6, 7, 9, 25 and 1000.																															
4.1.2 Count in multiples of 25 and 1000.																															
4.1.3 Find 1000 more or less than a given number																															
4.1.4 Recognise the place value of each digit in a four digit number																															
4.1.5 Compare and order numbers beyond 1000																															
4.1.6 Identify, represent and estimate numbers using different representations																															
4.1.7 Round any number to the nearest 10, 100 or 1000																															
4.1.8 Solve number and practical problems that involve all of the above with increasingly large positive numbers																															
4.4.9 Count backwards through zero to include negative numbers																															
4.4.10 Read Roman numerals to 100 and understand that over time, the numeral system changes to include the concept of zero and place value.																															
4.1.11 Add numbers with up to 4 digits using the formal written methods of columnar addition and subtraction, where appropriate.																															
4.1.12 subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction, where appropriate.																															
4.1.13 Estimate and use inverse operations to check answers to a calculation																															
4.1.14 Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.																															
4.1.15 Recall multiplication and division facts for tables up to 12x12.																															
4.1.16 Use place value, known and derived facts to multiply and divide mentally, including multiplying by 0 and 1; multiplying three numbers together.																															
4.1.17 Solve problems involving multiplying and adding, using the distributive law to myltiply two digit numbers by 1 digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objecta																															
4.1.18 Recognise and use factor pairs and commutativity in mental calculations.																															
4.1.19 Multiply 2-digit and 3-digit numbers by a 1-digit number using formal written layout.																															
4.1.20 Divide 2-digit and 3-digit numbers by a 1-digit number using formal written layout with no remainder																															
4.1.21 Recognise and show, using diagrams, families of common equivalent fractions																															
4.1.22 Count up and down in hundredths; recognise that hundredths arise from dividing an object into 100 equal parts and in dividing numbers or quantities by 100.																															
4.1.23 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																															
4.1.24 Add and subtract fractions with the same denominator.																															
4.1.25 Recognise and write decimals equivalents of any number of tenths or hundredths																															
4.1.26 Find the effect of dividing a 1-digit or 2-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths																															
4.1.27 Solve simple measure and money problems involving fractions and decimals to 2 decimal places																															
4.1.28 Compare numbers with the same number of decimal places up to two decimal places.																															

4.1.29 Round decimals with one decimal place to the nearest whole number.																															
4.1.30 Recognise and write decimal equivalents to ¼, ½ and ¾.																															
4.1.31 Find the effect of multiplying a number with up to 2 decimal places by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths.																															
4.1.32 Find the effect of dividing a number with up to 2 decimal places by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths.																															
2. Measure	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name
4.2.1 Measure and calculate the perimeter of a rectilinear figure (including squares) in cm and m.																															
4.2.2 Convert between different units of measure (e.g. km to m; hr to min)																															
4.2.3 Find the area of rectilinear shapes by counting squares.																															
4.2.4 Estimate, compare and calculate different measures including in pounds and pence																															
4.4.5 Solve simple measure and money problems involving fractions and decimals to 2 decimal places																															
4.4.6 Read, write & convert time between analogue and digital 12- and 24-hour clocks.																															
4.4.7 Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.																															
3. Geometry, position and direction	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name
4.3.1 Identify acute and obtuse angles and compare and order angles up to two right angles by size.																															
4.3.2 Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.																															
4.3.3 Identify lines of symmetry in 2D shapes presented in different orientations.																															
4.3.4 Complete a simple symmetric figure with respect to a specific line of symmetry																															
4.3.5 Describe positions on a 2D grid as coordinates in the first quadrant																															
4.3.6 Plot specified points and draw sides to complete given polygon																															
4.3.7 Describe movements between positions as translations of a given unit to the left/right and up/down																															
4. Statistics	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name
4.4.1 Interpret and present discrete and continuous data using appropriate graphical methods, including: -bar charts -time graphs																															
4.4.2 Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs																															
5. Greater Depth Statements	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name	name
4.5.1 Use tenths, hundredths and thousandths when comparing values and solving addition and subtraction problems																															
4.5.2 Round any number to 100,000 to the nearest 10, 100, 1,000 or 10,000																															

4.5.3 Relate tenths and hundredths to fractional values																															
4.5.4 Rapidly recall answer when multiplying and dividing a whole or decimal number by 10																															
4.5.5 Solve multi-step problems involving more than one of the operations																															
4.5.6 Work out simple percentage values of whole numbers as is related to on-going learning in science, history and geography																															
4.5.7 Compare and add fractions whose denominators are all multiples of the same number																															
4.5.8 Use a 24-hour timetable to find out times for a journey between various places																															
4.5.9 Use knowledge of perimeter to work out perimeter of large areas around school using meters and centimetres																															
4.5.10 Collect own data on given project and present information in graphical formats of their choosing																															