

Year 4 Medium Term Plan



Year 4 Medium Term Planning Autumn 1	Year 4 Medium Term Planning Autumn 2
<p>Number, place value and rounding</p> <ul style="list-style-type: none"> ● To recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones). ● To identify, represent and estimate numbers using different representations. <ul style="list-style-type: none"> ● To order and compare numbers beyond 1000. ● To round any number to the nearest 10, 100 or 1000. ● To count in multiples of 6, 7, 9, 25, 1000. ● To find 1000 more or less than a given number. 	<p>Mental and written addition and subtraction</p> <ul style="list-style-type: none"> ● To add and subtract numbers with up to four digits using the efficient written methods of columnar addition and subtraction where appropriate. ● To estimate and use inverse operations to check answers to a calculation. ● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.
<p>Mental addition and subtraction</p> <ul style="list-style-type: none"> ● To add and subtract numbers with up to four digits using the efficient written methods of columnar addition and subtraction where appropriate. ● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. 	<p>Multiplication</p> <ul style="list-style-type: none"> ● To recall multiplication facts for multiplication tables up to 12×12. ● To 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. ● To recognise and use factor pairs and commutativity in mental calculations. ● To multiply two-digit and three-digit numbers by a one-digit number using formal written layout. ● To solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which n objects are connected to m objects.
<p>Mental addition and subtraction</p> <ul style="list-style-type: none"> ● To add and subtract numbers with up to four digits using the efficient written methods of columnar addition and subtraction where appropriate. ● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why 	<p>Multiplication</p> <ul style="list-style-type: none"> ● To recall multiplication facts for multiplication tables up to 12×12. ● To 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. ● To recognise and use factor pairs and commutativity in mental calculations. ● To multiply two-digit and three-digit numbers by a one-digit number using formal written layout. ● To solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which n objects are connected to m objects.
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<p>Multiplication and division</p> <ul style="list-style-type: none"> ● To recall multiplication facts for multiplication tables up to 12×12. ● To 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. 	<p>Geometry</p> <ul style="list-style-type: none"> ● To describe positions on a 2D grid as coordinates in the first quadrant. ● To plot specified points and draw sides to complete a given polygon. ● To compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. ● To identify acute and obtuse angles and compare and order angles up to two right angles by size.
<p>Geometry: properties of shapes</p> <ul style="list-style-type: none"> ● To compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. ● To identify lines of symmetry in 2D shapes presented in different orientations. ● To complete a simple symmetric figure with respect to a specific line of symmetry. <p>Measures</p> <ul style="list-style-type: none"> ● To convert between different units of measure (for example, kilometre to metre; hour to minute). ● To measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. ● To solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days. ● To estimate, compare and calculate different measures, including money in pounds and pence. 	<p>Data handling and time</p> <ul style="list-style-type: none"> ● To read, write and convert time between analogue and digital 12- and 24-hour clocks. ● To solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days. ● To interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. ● To solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and simple line graphs.

Year 4 Medium Term Planning Spring 1	Year 4 Medium Term Planning Spring 2
<p>Number, place value and rounding</p> <ul style="list-style-type: none"> ● To find 1000 more or less than a given number. ● To recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones). ● To order and compare numbers beyond 1000. ● To identify, represent and estimate numbers using different representations. ● To round any number to the nearest 10, 100 or 1000. ● To solve number and practical problems that involve all of the above and with increasingly large positive numbers. ● To read Roman numerals to 100 (I to C) and understand how, over time, the numeral system changed to include the concept of zero and place value. 	<p>Mental calculation</p> <ul style="list-style-type: none"> ● To estimate and use inverse operations to check answers to a calculation. ● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. ● To recall multiplication and division facts for multiplication tables up to 12×12. ● To recognise and use factor pairs and commutativity in mental calculations. ● To solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which n objects are connected to m objects.
<p>Mental and written addition and subtraction</p> <ul style="list-style-type: none"> ● To add and subtract numbers with up to four digits using the efficient written methods of columnar addition and subtraction where appropriate. ● To estimate and use inverse operations to check answers to a calculation. ● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. ● To estimate, compare and calculate different measures, including money in pounds and pence. 	<p>Written addition and subtraction</p> <ul style="list-style-type: none"> ● To add and subtract numbers with up to four digits using the efficient written methods of columnar addition and subtraction where appropriate. ● To estimate and use inverse operations to check answers to a calculation. ● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.
<p>Mental and written multiplication</p> <ul style="list-style-type: none"> ● To recall multiplication and division facts for multiplication tables up to 12×12. ● To 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. ● To multiply two-digit and three-digit numbers by a one-digit number using formal written layout. ● To solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which n objects are connected to m objects. 	<p>Written addition and subtraction</p> <ul style="list-style-type: none"> ● To add and subtract numbers with up to four digits using the efficient written methods of columnar addition and subtraction where appropriate. ● To estimate and use inverse operations to check answers to a calculation. ● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.
<p>Mental and written division</p> <ul style="list-style-type: none"> ● To recall multiplication and division facts for multiplication tables up to 12×12. ● To 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 	<p>Written multiplication and division</p> <ul style="list-style-type: none"> ● To recall multiplication and division facts for multiplication tables up to 12×12. ● To 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. ● To multiply two-digit and three-digit numbers by a one-digit number using formal written layout. ● To solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which n objects are connected to m objects.
<p>Fractions</p> <ul style="list-style-type: none"> ● To count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten. ● To 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. ● To recognise and show, using diagrams, families of common equivalent fractions. 	<p>Geometry</p> <ul style="list-style-type: none"> ● To compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. ● To identify acute and obtuse angles and compare and order angles up to two right angles by size. ● To describe positions on a 2D grid as coordinates in the first quadrant. ● To describe movements between positions as translations of a given unit to the left/right and up/down. ● To plot specified points and draw sides to complete a given polygon.
<p>Fractions and decimals</p> <ul style="list-style-type: none"> ● To recognise and write decimal equivalents of any number of tenths or hundredths. ● To recognise and write decimal equivalents to $1/4$; $1/2$; $3/4$. ● To find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as units, tenths and hundredths. ● To round decimals with one decimal place to the nearest whole number. ● To compare numbers with the same number of decimal places up to two decimal places. ● To solve simple measure and money problems involving fractions and decimals to two decimal places 	<p>Data handling and measurement</p> <ul style="list-style-type: none"> ● To interpret and present discrete data using bar charts and continuous data using time graphs. ● To solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and simple line graphs. ● To convert between different units of measure (kilometre to metre; hour to minute). ● To estimate, compare and calculate different measures, including money in pounds and pence.

Year 4 Medium Term Planning Summer 1	Year 4 Medium Term Planning Summer 2
<p>Place value ideas</p> <ul style="list-style-type: none"> ● To count in multiples of 6, 7, 9, 25 and 1000. ● To find 1000 more or less than a given number. ● To count backwards through zero to include negative numbers. ● To recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones). ● To order and compare numbers beyond 1000. ● To identify, represent and estimate numbers using different representations. ● To round any number to the nearest 10, 100 or 1000. ● To solve number and practical problems that involve all of the above and with increasingly large positive numbers. 	<p>Mental calculations</p> <ul style="list-style-type: none"> ● To estimate and use inverse operations to check answers to a calculation. ● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. ● To recall multiplication and division facts for multiplication tables up to 12×12. ● To recognise and use factor pairs and commutativity in mental calculations. ● To solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which n objects are connected to m objects.
<p>Mental addition and subtraction and measures (use measures as a context for problems)</p> <ul style="list-style-type: none"> ● To estimate and use inverse operations to check answers to a calculation. ● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. ● To estimate, compare and calculate different measures, including money in pounds and pence 	<p>Measures</p> <ul style="list-style-type: none"> ● To convert between different units of measure (kilometre to metre; hour to minute). ● To measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. ● To find the area of rectilinear shapes by counting. ● To estimate, compare and calculate different measures, including money in pounds and pence. ● To read, write and convert time between analogue and digital 12- and 24-hour clocks. ● To solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.
<p>Written addition and subtraction and measures</p> <ul style="list-style-type: none"> ● To add and subtract numbers with up to four digits using the efficient written methods of columnar addition and subtraction where appropriate. ● To estimate and use inverse operations to check answers to a calculation. ● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. 	<p>Written addition and subtraction</p> <ul style="list-style-type: none"> ● To add and subtract numbers with up to four digits using the efficient written methods of columnar addition and subtraction where appropriate. ● To estimate and use inverse operations to check answers to a calculation. ● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why
<p>Mental and written multiplication and division</p> <ul style="list-style-type: none"> ● To recall multiplication and division facts for multiplication tables up to 12×12. ● To 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. ● To recognise and use factor pairs and commutativity in mental calculations. ● To multiply two-digit and three-digit numbers by a one-digit number using formal written layout. ● To solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which n objects are connected to m objects. 	<p>Mental and written multiplication and division</p> <ul style="list-style-type: none"> ● To recall multiplication and division facts for multiplication tables up to 12×12. ● To 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. ● To recognise and use factor pairs and commutativity in mental calculations. ● To multiply two-digit and three-digit numbers by a one-digit number using formal written layout. ● To solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which n objects are connected to m objects.
<p>Fractions</p> <ul style="list-style-type: none"> ● To count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten. ● To 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. ● To recognise and show, using diagrams, families of common equivalent fractions. ● To add and subtract fractions with the same denominator. 	<p>2D shape, angles and coordinates</p> <ul style="list-style-type: none"> ● To compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. ● To identify acute and obtuse angles and compare and order angles up to two right angles by size. ● To identify lines of symmetry in 2D shapes presented in different orientations. ● To describe positions on a 2D grid as coordinates in the first quadrant. ● To describe movements between positions as translations of a given unit to the left/right and up/down. ● To plot specified points and draw sides to complete a given polygon.
<p>Area and perimeter of rectilinear shapes and capacity</p> <ul style="list-style-type: none"> ● To convert between different units of measure (kilometre to metre; hour to minute). ● To measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. ● To find the area of rectilinear shapes by counting. ● To estimate, compare and calculate different measures, including money in pounds and pence. 	<p>Statistics</p> <ul style="list-style-type: none"> ● To interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. ● To solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and simple line graphs.