Year 4 programme of study (statutory requirements)

Number and place	Addition and	Multiplication and	Fractions (including decimals)	Measurement	Geometry:	Geometry:	Statistics
value	subtraction	division	Pupils should be taught to:		properties of	position and	
Pupils should be				Pupils should be	shapes	direction	Pupils should be
taught to:	Pupils should be	Pupils should be taught to:	 recognise and show, using diagrams, 	taught to:			taught to:
	taught to:		families of common equivalent fractions		Pupils should be	Pupils should	
 count in multiples of 6, 7, 0, 25, and 		 recall multiplication and 	 count up and down in hundredths; 	 convert between 	taught to:	be taught to:	 interpret and
of 6, 7, 9, 25 and 1000	 add and 	division facts for	recognise that hundredths arise when	different units of	- compare and	- deseribe	present
 find 1000 more or 	subtract numbers with	multiplication tables up to 12 × 12	dividing an object by a hundred and	measure [for	 compare and 	 describe positions 	discrete and continuous
less than a given		 use place value, known 	dividing tenths by ten.	example, kilometre to	classify geometric	on a 2-D	data using
number	up to 4 digits using the	and derived facts to	 solve problems involving increasingly 	metre; hour to	shapes,	grid as	appropriate
 count backwards 	formal written	multiply and divide	harder fractions to calculate	minute]	including	coordinates	graphical
through zero to	methods of	mentally, including:	quantities, and fractions to divide	 measure and 	quadrilaterals	in the first	methods,
include negative	columnar	multiplying by 0 and 1;	quantities, including non-unit fractions	calculate the	and triangles,	quadrant	including bar
numbers	addition and	dividing by 1;	where the answer is a whole number	perimeter of a	based on their	 describe 	charts and
 recognise the 	subtraction	multiplying together	 add and subtract fractions with the 	rectilinear figure	properties and	movements	time graphs
place value of	where	three numbers	same denominator	(including	sizes	between	 solve
each digit in a	appropriate	 recognise and use 	 recognise and write decimal 	squares) in	 identify acute 	positions	comparison,
four-digit number	 estimate and 	factor pairs and	equivalents of any number of tenths	centimetres and	and obtuse	as	sum and
(thousands,	use inverse	commutativity in	or hundredths	metres	angles and	translations	difference
hundreds, tens,	operations to	mental calculations	 recognise and write decimal 	 find the area of 	compare and	of a given	problems
and ones)	check	 multiply two-digit and 	equivalents to $\frac{1}{4}$; $\frac{1}{2}$; $\frac{3}{4}$	rectilinear	order angles	unit to the	using
 order and 	answers to a	three-digit numbers by	 find the effect of dividing a one- or 	shapes by	up to two right	left/right	information
compare	calculation	a one-digit number	two-digit number by 10 and 100,	counting	angles by size	and	presented in
numbers beyond 1000	 solve addition 	using formal written	identifying the value of the digits in	squares	 identify lines 	up/down	bar charts,
 identify, represent 	and	layoutsolve problems	the answer as ones, tenths and	 estimate, 	of symmetry	 plot 	pictograms,
and estimate	subtraction	 solve problems involving multiplying 	hundredths	compare and calculate	in 2-D shapes presented in	specified points and	tables and other graphs
numbers using	two-step	and adding, including	 round decimals with one decimal 	different	different	draw sides	other graphs
different	problems in	using the distributive	place to the nearest whole number	measures,	orientations	to complete	
representations	contexts, deciding	law to multiply two digit	 compare numbers with the same 	including money	 complete a 	a given	
 round any 	which	numbers by one digit,	number of decimal places up to two	in pounds and	simple	polygon	
number to the	operations	integer scaling	decimal places	pence	symmetric	1.1.1.9.1.1	
nearest 10, 100	and methods	problems and harder	 solve simple measure and money 	 read, write and 	figure with		
or 1000	to use and	correspondence	problems involving fractions and	convert time	respect to a		
 solve number and 	why	problems such as n	decimals to two decimal places	between	specific line of		
practical	5	objects are connected		analogue and	symmetry		
problems that		to m objects		digital 12 and			
involve all of the				24-hour clocks			
above and with				 solve problems 			
increasingly large				involving			
positive numbers				converting from			
 read Roman numerals to 100 				hours to minutes; minutes			
(I to C) and know				to seconds;			
that over time.				years to months;			
the numeral				weeks to days			
system changed				moono to dayo			
to include the							
concept of zero							
and place value	1						

Y4 notes and guidance (non-statutory)

ning	(I to C) and know that over time, the numeral				to seconds; years to months;								
Lear	system changed				weeks to days								
and	to include the concept of zero												
hing	and place value												
g – Teaching and Learning	Y4 notes and guidance (non-statutory)												
Learning .	Number and place value	Addition and subtraction	Multiplication and division	Fractions (including decimals) Pupils should connect hundredths to	Measurement Pupils build on their	Geometry: properties of shapes	Geometry: position, and direction	Statistics Pupils					
Herts for I	Using a variety of representations,	Pupils continue to practise both	Pupils continue to practise recalling and using	tenths and place value and decimal measure.	understanding of place value and	Snapes Pupils continue to	Pupils draw a	understand and use a greater					
Hei	including measures,	mental methods	multiplication tables and related division facts to aid	They extend the use of the number line to	decimal notation to	classify shapes	pair of axes in	range of scales in their					
	pupils become fluent in the order and	and columnar addition and	fluency. Pupils practise mental	connect fractions, numbers and measures.	record metric measures,	using geometrical properties,	one quadrant, with equal	representations.					
	place value of numbers beyond	subtraction with increasingly	methods and extend this to three-digit numbers to	Pupils understand the relation between	including money.	extending to classifying	scales and integer labels.	Pupils begin to					
	1000, including	large numbers	derive facts (for example	non-unit fractions and multiplication and division of quantities, with particular	They use	different triangles	They read,	relate the					
	counting in tens and hundreds, and	to aid fluency (see	$600 \div 3 = 200$ can be derived from 2 x 3 = 6).	emphasis on tenths and hundredths	multiplication to convert from larger	(for example, isosceles,	write and use pairs of	graphical representation					
	maintaining fluency in other multiples	Mathematics Appendix 1).	Pupils practise to become fluent in the formal written	Pupils make connections between fractions of a length, of a shape and as a	to smaller units.	equilateral, scalene) and	coordinates, for example (2,	of data to recording					
	through varied and frequent practice.	, , ,	method of short	representation of one whole or set of	Perimeter can be expressed	quadrilaterals (for example,	5), including using	change over time.					
			multiplication and short division with exact answers	quantities. Pupils use factors and multiples to recognise equivalent fractions	algebraically as 2(a	parallelogram,	coordinate-	une.					
	They begin to extend their knowledge of		(see Mathematics Appendix 1).	and simplify where appropriate (for	+ b) where a and b are the dimensions	rhombus, trapezium).	plotting ICT tools.						
	the number system to include the decimal		Pupils write statements	example, ${}^{6}_{/9} = {}^{2}_{/3}$ or ${}^{1}_{/4} = {}^{2}_{/8}$). Pupils continue to practice adding and	in the same unit.	Pupils compare							
	numbers and		about the equality of expressions (for example,	subtracting fractions with the same	They relate area to	and order angles							
	fractions that they have met so far.		use the distributive law 39 \times 7 = 30 \times 7 + 9 \times 7 and	denominator, to become fluent through a variety of increasingly complex problems	arrays and multiplication.	in preparation for using a protractor							
	They connect		associative law $(2 \times 3) \times 4$	beyond one whole.		and compare lengths and							
	estimation and		= $2 \times (3 \times 4)$). They combine their knowledge of	Pupils are taught throughout that decimals and fractions are different ways of		angles to decide if							
	rounding numbers to the use of measuring		number facts and rules of arithmetic to solve mental	expressing numbers and proportions.		a polygon is regular or							
	instruments.		and written calculations for example, $2 \times 6 \times 5 = 10 \times 6$	Pupils' understanding of the number system and decimal place value is		irregular.							
	Roman numerals		= 60.	extended at this stage to tenths and then		Pupils draw							
	should be put in their historical context so		Pupils solve two-step problems in contexts,	hundredths. This includes relating the decimal notation to division of whole		symmetric patterns using a							
	pupils understand that there have been		choosing the appropriate operation, working with	number by 10 and later 100.		variety of media to become familiar							
	different ways to		increasingly harder	They practise counting using simple fractions and decimal fractions, both		with different							
	write whole numbers and that the		numbers. This should include correspondence	forwards and backwards.		orientations of lines of symmetry;							
	important concepts of zero and place value		questions such as the numbers of choices of a	Pupils learn decimal notation and the language associated with it, including in		and recognise line symmetry in a							
	were introduced over		meal on a menu, or three	the context of measurements. They make comparisons and order decimal amounts		variety of							
	a period of time.		cakes shared equally between 10 children.	and quantities that are expressed to the		diagrams, including where							
				same number of decimal places. They should be able to represent numbers with		the line of symmetry does							
				one or two decimal places in several ways, such as on number lines.		not dissect the							
			l	wayo, such as on number intes.		original shape.							

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