Maths Year 4 Framework		
Autumn	**Spring**	**Summer**
Number: Place Value I can find 1, 10, 100 and 1000 more or less than a given number. I can recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, ones). I can compare and order numbers beyond 1000. I can round numbers to the nearest 10, 100 or 1000. I can count backwards through zero to include negative numbers. **Number: Addition and Subtraction** I can add and subtract numbers with up to four digits, using formal written methods of column addition and subtraction. I can add and subtract numbers with up to four digits, using formal written methods of column addition and subtraction with exchange in ones, tens or hundreds. I can estimate the answer to a calculation and use the inverse operation to check answers.	**Number: Multiplication and Division** I can recall and use multiplication and division facts for multiplication tables up to 12 x 12. I can recognise and use factor pairs and commutativity in mental calculations. I can multiply two-digit and three-digit numbers by a one-digit number using a formal written layout. I can solve problems involving multiplying and adding, including: using the distributive law to multiply two-digit numbers by one-digit, integer scaling problems and correspondence problems. **Number: Fractions** I can recognise and show families of common equivalent fractions (using diagrams). I can count up and down in hundredths; recognising that hundredths arise when dividing an object by one hundred and dividing tenths by ten. I can calculate quantities from fractions. I can use fractions to divide quantities (including non-unit fractions where the answer is a whole number).	**Number: Decimals** I can compare numbers with the same number of decimal places up to two decimal places. I can round decimals with one decimal place to the nearest whole number. I can write decimal equivalents for ¼, ½ and ¾ . **Statistics** I can interpret and present discrete and continuous data using the appropriate method including bar charts and time graphs. I can solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and line graphs. **Geometry: Properties of Shapes** I can identify acute and obtuse angles and compare and order angles, including right angles, by size. I can compare and classify geometric shapes (including quadrilaterals and triangles) based on their properties and sizes. I can identify lines of symmetry in 2D shapes presented in a variety of orientations.

I can solve addition and subtraction two-step problems in context, deciding which operations and methods to use. **Number: Multiplication and Division** I can count in multiples of 6, 7, 9, 25 and 1000. I can recall and use multiplication and division facts for the 6, 9 and 7 multiplication tables. I can 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.	I can add and subtract fractions with the same denominator. **Number: Decimals** I can recognise and write decimal equivalents of any number of tenths or hundredths. I can divide a one or two-digit number by ten or one hundred and identify the answer as ones, tenths and hundredths.	I can complete a simple symmetric figure. **Geometry: Position and Direction** I can describe position on a 2D grid as coordinates. I can plot points and draw sides to complete polygons. I can describe movement between positions as translations of a given unit to the left/right and up/down.
Measurement: Length and Perimeter I can measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. I can convert between different units of measure (for example, kilometres to metres).	**Measurement: Area** I can find the area of rectilinear shapes by counting squares.	**Measurement: Money** I can estimate, compare and calculate using money in pounds and pence. I can solve simple money problems using decimals to two decimal places. **Measurement: Time** I can read, write and convert time between analogue and digital 12 and 24-hour clocks. I can solve problems involving converting from: hours to minutes; minutes to seconds; years to months; weeks to days.