

**John Randall Primary School maths medium term planning Y4**

<b>Autumn</b>	<b>Spring</b>		<b>Summer</b>		
<b>All areas of the maths curriculum will be developed using deepening learning questions based upon solo taxonomy questioning cards.</b>					
Number, place value and rounding	<ul style="list-style-type: none"> <li>● To recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones).</li> <li>● To identify, represent and estimate numbers using different representations.</li> <li>● To order and compare numbers beyond 1000.</li> <li>● To round any number to the nearest 10, 100 or 1000.</li> <li>● To count in multiples of 6, 7, 9, 25, 1000.</li> <li>● To find 1000 more or less than a given number.</li> </ul>	Number, place value and rounding, number sense	<ul style="list-style-type: none"> <li>● To recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones).</li> <li>● To identify, represent and estimate numbers using different representations.</li> <li>● To order and compare numbers beyond 1000.</li> <li>● To round any number to the nearest 10, 100 or 1000.</li> <li>● To count in multiples of 6, 7, 9, 25, 1000.</li> <li>● To find 1000 more or less than a given number.</li> </ul>	Place value , comparing and ordering	<ul style="list-style-type: none"> <li>● To recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones).</li> <li>● To identify, represent and estimate numbers using different representations.</li> <li>● To order and compare numbers beyond 1000.</li> <li>● To round any number to the nearest 10, 100 or 1000.</li> <li>● To find 1000 more or less than a given number.</li> </ul>
Mental addition and subtraction	<ul style="list-style-type: none"> <li>● To add and subtract numbers with up to four digits using the efficient written methods of columnar addition and</li> </ul>	Mental and written addition and subtraction	<ul style="list-style-type: none"> <li>● To add and subtract numbers with up to four digits using the efficient written methods of columnar addition and</li> </ul>	Mental addition and subtraction and measures (use measures as a context for problems)	To estimate and use inverse operations to check answers to a calculation.

	<p>subtraction where appropriate.</p> <ul style="list-style-type: none"> <li>● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.</li> </ul>		<p>subtraction where appropriate.</p> <ul style="list-style-type: none"> <li>● To estimate and use inverse operations to check answers to a calculation.</li> <li>● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.</li> <li>● To estimate, compare and calculate different measures, including money in pounds and pence.</li> </ul>		<ul style="list-style-type: none"> <li>● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.</li> <li>● To estimate, compare and calculate different measures, including money in pounds and pence.</li> </ul>
<p>Multiplication and division: facts and mental to written methods</p>	<ul style="list-style-type: none"> <li>● To recall multiplication facts for multiplication tables up to <math>12 \times 12</math>.</li> <li>● 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.</li> <li>● To solve problems involving multiplying and adding, including</li> </ul>	<p>Mental and written multiplication</p>	<p>To recall multiplication and division facts for multiplication tables up to <math>12 \times 12</math>.</p> <ul style="list-style-type: none"> <li>● 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.</li> <li>● To multiply two-digit and three-digit numbers by a one-digit</li> </ul>	<p>Written addition and subtraction and measures</p>	<p>To add and subtract numbers with up to four digits using the efficient written methods of columnar addition and subtraction where appropriate.</p> <ul style="list-style-type: none"> <li>● To estimate and use inverse operations to check answers to a calculation.</li> <li>● To solve addition and subtraction two-step problems in contexts,</li> </ul>

	using the distributive law and harder multiplication problems such as which $n$ objects are connected to $m$ objects.		number using formal written layout. <ul style="list-style-type: none"> <li>To solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which <math>n</math> objects are connected to <math>m</math> objects.</li> </ul>		deciding which operations and methods to use and why.
Geometry: properties of shapes	<ul style="list-style-type: none"> <li>To compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.</li> <li>To identify lines of symmetry in 2D shapes presented in different orientations.</li> <li>To complete a simple symmetric figure with respect to a specific line of symmetry.</li> </ul>	Mental and written division	To recall multiplication and division facts for multiplication tables up to $12 \times 12$ . <ul style="list-style-type: none"> <li>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.</li> </ul> Develop fluency in the formal written method of short division with exact answers	Fractions: related to division	<ul style="list-style-type: none"> <li>To count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten.</li> <li>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.</li> </ul>
Measurement	<ul style="list-style-type: none"> <li>To convert between different units of measure (for example,</li> </ul>	Fractions	<ul style="list-style-type: none"> <li>To count up and down in hundredths; recognise that hundredths arise when</li> </ul>	Mental and written multiplication and division	<ul style="list-style-type: none"> <li>To recall multiplication and division facts for</li> </ul>

	<p>kilometre to metre; hour to minute).</p> <ul style="list-style-type: none"> <li>● To measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres.</li> <li>● To estimate, compare and calculate different measures, including money in pounds and pence.</li> </ul>		<p>dividing an object by a hundred and dividing tenths by ten.</p> <ul style="list-style-type: none"> <li>● 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.</li> <li>● To recognise and show, using diagrams, families of common equivalent fractions.</li> </ul>		<p>multiplication tables up to <math>12 \times 12</math>.</p> <ul style="list-style-type: none"> <li>● 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.</li> <li>● To recognise and use factor pairs and commutativity in mental calculations.</li> <li>● To multiply two-digit and three-digit numbers by a one-digit number using formal written layout.</li> <li>● To solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which <math>n</math> objects are connected to <math>m</math> objects.</li> </ul>
Mental and written addition and subtraction	<ul style="list-style-type: none"> <li>● To add and subtract numbers with up to four digits using the efficient written</li> </ul>	Fractions and decimals	<ul style="list-style-type: none"> <li>● To recognise and write decimal equivalents of any number of tenths or</li> </ul>	Measurement: conversion of units (capacity)	Convert between different units of measure [for example,

	<p>methods of columnar addition and subtraction where appropriate.</p> <ul style="list-style-type: none"> <li>● To estimate and use inverse operations to check answers to a calculation.</li> <li>● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.</li> </ul>		<p>hundredths.</p> <ul style="list-style-type: none"> <li>● To recognise and write decimal equivalents to <math>\frac{1}{4}</math>; <math>\frac{1}{2}</math>; <math>\frac{3}{4}</math>.</li> <li>● 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.</li> <li>● To round decimals with one decimal place to the nearest whole number.</li> <li>● To compare numbers with the same number of decimal places up to two decimal places.</li> <li>● To solve simple measure and money problems involving fractions and decimals to two decimal places.</li> </ul>		<p>kilometre to metre; hour to minute]</p>
<p>Multiplication and division</p>	<ul style="list-style-type: none"> <li>● To recall multiplication facts for multiplication tables up to <math>12 \times 12</math>.</li> <li>● To use place value, known and derived facts to multiply and divide mentally,</li> </ul>	<p>Measurement: area and perimeter</p>	<p>To measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</p>	<p>Measurement : time</p>	<ul style="list-style-type: none"> <li>● To read, write and convert time between analogue and digital 12- and 24-hour clocks.</li> <li>● To solve problems involving converting from hours to minutes; minutes to seconds;</li> </ul>

	<p>including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers.</p> <ul style="list-style-type: none"> <li>● To recognise and use factor pairs and commutativity in mental calculations.</li> <li>● To multiply two-digit and three-digit numbers by a one-digit number using formal written layout.</li> <li>● To solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which <math>n</math> objects are connected to <math>m</math> objects.</li> </ul>		<p>find the area of rectilinear shapes by counting squares</p>		<p>years to months; weeks to days.</p>
Fractions	<p>To count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten.</p> <ul style="list-style-type: none"> <li>● To solve problems involving increasingly</li> </ul>	<p>Mental calculation: all four operations</p>	<p>To estimate and use inverse operations to check answers to a calculation.</p> <ul style="list-style-type: none"> <li>● To solve addition and subtraction two-step problems in contexts, deciding which operations and</li> </ul>	<p>Mental calculation: all four operations</p>	<p>To estimate and use inverse operations to check answers to a calculation.</p> <ul style="list-style-type: none"> <li>● To solve addition and subtraction two-step problems in contexts, deciding which operations and</li> </ul>

	<p>harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number.</p> <ul style="list-style-type: none"> <li>● To recognise and show, using diagrams, families of common equivalent fractions.</li> </ul>		<p>methods to use and why.</p> <ul style="list-style-type: none"> <li>● To recall multiplication and division facts for multiplication tables up to <math>12 \times 12</math>.</li> <li>● To recognise and use factor pairs and commutativity in mental calculations.</li> <li>● To solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which <math>n</math> objects are connected to <math>m</math> objects.</li> </ul>		<p>methods to use and why.</p> <ul style="list-style-type: none"> <li>● To recall multiplication and division facts for multiplication tables up to <math>12 \times 12</math>.</li> <li>● To recognise and use factor pairs and commutativity in mental calculations.</li> <li>● To solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which <math>n</math> objects are connected to <math>m</math> objects.</li> </ul>
Geometry	<p>To describe positions on a 2D grid as coordinates in the first quadrant.</p> <ul style="list-style-type: none"> <li>● To plot specified points and draw sides to complete a given polygon.</li> <li>● To compare and classify geometric shapes, including quadrilaterals and</li> </ul>	Written addition and subtraction	<p>To add and subtract numbers with up to four digits using the efficient written methods of columnar addition and subtraction where appropriate.</p> <ul style="list-style-type: none"> <li>● To estimate and use inverse operations to check answers to a calculation.</li> </ul>	Written addition and subtraction	<p>To add and subtract numbers with up to four digits using the efficient written methods of columnar addition and subtraction where appropriate.</p> <ul style="list-style-type: none"> <li>● To estimate and use inverse operations to check answers to a calculation.</li> </ul>

	<p>triangles, based on their properties and sizes.</p> <ul style="list-style-type: none"> <li>● To identify acute and obtuse angles and compare and order angles up to two right angles by size.</li> </ul>		<ul style="list-style-type: none"> <li>● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.</li> </ul>		<ul style="list-style-type: none"> <li>● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.</li> </ul>
Statistics	<ul style="list-style-type: none"> <li>● To interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</li> <li>● To solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and simple line graphs.</li> </ul>	Geometry: properties of shape, position and direction	<p>To compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.</p> <ul style="list-style-type: none"> <li>● To identify acute and obtuse angles and compare and order angles up to two right angles by size.</li> <li>● To describe positions on a 2D grid as coordinates in the first quadrant.</li> <li>● To describe movements between positions as translations of a given unit to the left/right and up/down.</li> <li>● To plot specified points and draw sides</li> </ul>	Geometry: symmetry	Complete a simple symmetric figure with respect to a specific line of symmetry.

			to complete a given polygon.		
Measurement: Time	To read, write and convert time between analogue and digital 12- and 24-hour clocks. <ul style="list-style-type: none"> <li>• To solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days</li> </ul>	Statistics	To interpret and present discrete data using bar charts and continuous data using time graphs. <ul style="list-style-type: none"> <li>• To solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and simple line graphs.</li> </ul>	Geometry: classification	Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes
				Statistics	To interpret and present discrete data using bar charts and continuous data using time graphs. <ul style="list-style-type: none"> <li>• To solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and simple line graphs.</li> </ul>