

<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
<u>Place value</u> 4NPV-1 Know that 10 hundreds = 1 thousand Apply to other 4 digit multiples of 1000	<u>Addition and subtraction consolidation.</u>	<u>Multiplication/division</u> 4MD-2 Manipulate multiplication and division equations, understand and apply the commutative property of multiplication.	<u>Measure</u> Convert between different units of measure. <u>Multiplication/division</u> 4MD-1 Multiply/divide whole numbers by 10 and 100.	<u>Fractions consolidation.</u>	<u>Measure</u> Find the area of rectilinear shapes by counting squares.
<u>Place value</u> 4NPV-2 Recognise value of each digit ThHTU. compose standard decompose non-standard	<u>Multiplication</u> Multiply 2 and 3 digit numbers by 1 digit using the formal method. 4MD-2 Manipulate equations, apply commutative rule.	<u>Multiplication and division consolidation.</u>	<u>Fractions</u> Recognise common equivalent fractions. 4F-2 Convert mixed numbers to improper fractions. 4F-3 Add and subtract improper and mixed fractions with same denominator.	<u>Measure</u> Time- read, write and convert time between analogue and digital 12 and 24 hour clocks. <u>Place value</u> Read Roman numerals to 100 (I to c)	<u>Geometry</u> Position and direction 4G-1 Describe coordinates in 1st quadrant. Draw polygons from specified coordinates and translate.
<u>Place value</u> Compare and order numbers beyond 1000. 4NPV-3 Reason about the location of 4-digit numbers.	<u>Number facts</u> 4NF-3 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100)	<u>Number facts</u> 4NF-1 Recall multiplication facts up to 12 x 12. <u>Multiplication/division</u> Use place value to x and ÷ by 1 and 0, multiply 3 numbers.	<u>Fractions</u> Count up and down in hundredths, recognise and write decimal equivalents. Solve problems- calculate quantities including non-unit fractions.	<u>Measure</u> Time- read, write and convert time between analogue and digital 12 and 24 hour clocks.	<u>Geometry</u> 4G-3 Identify lines of symmetry. Reflect shapes in a line of symmetry and complete a symmetric figure or pattern.
<u>Place value</u> Find a 1000 more or less than a given number. Round any number to 10, 100 or 1000.	<u>Division</u> Short division using formal method with exact answers. 4MD-2 Manipulate equations, apply commutative rule.	<u>Place value</u> Count backwards through zero to include negative numbers. Count in multiples of 6, 7, 9, 25 and 1000.	<u>Fractions</u> Recognise decimal equivalents. Round decimals to whole number. Compare numbers with 2 decimal places.	<u>Measure</u> Solve problems involving converting hrs → mins mins → secs years → months weeks → days	<u>Geometry consolidation.</u>
<u>Addition</u> 4 digit formal method Estimate and use inverse to check answers to calculations.	<u>Number facts</u> 4NF-1 Recall multiplication facts up to 12 x 12. <u>Multiplication/division</u> Recognise and use factor pairs.	<u>Teach over 2 weeks:</u> <u>Measure</u> Estimate, compare and calculate different measures including money. 4NPV-4 Read scales and number lines marked in multiples.	<u>Fractions</u> 4F-1 Reason about the location of mixed numbers in the linear number system. Solve measure and money problems involving fractions and 2 decimal places.	<u>Geometry</u> 4G-2 Identify regular polygons Compare and classify shapes based on properties, size and angles.	<u>Statistics</u> Interpret and present discrete and continuous data. Solve comparison, sum and difference problems.
<u>Subtraction</u> 4 digit formal method Estimate and use inverse to check answers to calculations.	<u>Multiplication/division</u> 4MD-3 Understand and apply the distributive property of multiplication.			<u>Measure/Geometry</u> Measure and calculate perimeter in cm and m 4G-2 Find the perimeter of regular and irregular polygons.	<u>Consolidation - revisit time</u> <u>Measure</u> Time- read, write and convert time between analogue and digital 12 and 24 hour clocks.
<u>Addition and subtraction</u> Solve 2 step problems in context. Decide the operation and method to use and explain why.	<u>Number facts</u> 4NF-2 Solve division problems that involve remainders, and interpret remainders appropriately according to the context.				