



## Maths

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### Characteristics

- An understanding of the important concepts and an ability to make connections within mathematics.
- A broad range of skills in using and applying mathematics.
- Fluent knowledge and recall of number facts and the number system.
- The ability to show initiative in solving problems in a wide range of contexts, including the new or unusual.
- The ability to think independently and to persevere when faced with challenges, showing a confidence of success.
- The ability to embrace the value of learning from mistakes and false starts.
- The ability to reason, generalise and make sense of solutions.
- Fluency in performing written and mental calculations and mathematical techniques.
- A wide range of mathematical vocabulary.
- A commitment to and passion for the subject.

## Opportunities

<b>Key Stage 1</b>	<b>Key Stage 2</b>
<ul style="list-style-type: none"><li>• Count and calculate in a range of practical contexts. • Use and apply mathematics in everyday activities and across the curriculum.</li><li>• Repeat key concepts in many different practical ways to secure retention.</li><li>• Explore numbers and place value up to at least 100.</li><li>• Add and subtract using mental and formal written methods in practical contexts.</li><li>• Multiply and divide using mental and formal written methods in practical contexts.</li><li>• Explore the properties of shapes.</li><li>• Use language to describe position, direction and movement.</li><li>• Use and apply in practical contexts a range of measures, including time.</li><li>• Handle data in practical contexts.</li></ul>	<ul style="list-style-type: none"><li>• Count and calculate in increasingly complex contexts, including those that cannot be experienced first hand.</li><li>• Rigorously apply mathematical knowledge across the curriculum, in particular in science, technology and computing.</li><li>• Deepen conceptual understanding of mathematics by frequent repetition and extension of key concepts in a range of engaging and purposeful contexts.</li><li>• Explore numbers and place value so as to read and understand the value of all numbers.</li><li>• Add and subtract using efficient mental and formal written methods.</li><li>• Multiply and divide using efficient mental and formal written methods.</li><li>• Use the properties of shapes and angles in increasingly complex and practical contexts, including in construction and engineering contexts.</li><li>• Describe position, direction and movement in increasingly precise ways.</li><li>• Use and apply measures to increasingly complex contexts.</li><li>• Gather, organise and interrogate data.</li><li>• Understand the practical value of using algebra.</li></ul>

## **Broad Learning Objectives**

- To know and use numbers
- To add and subtract
- To multiply and divide
- To use fractions
- To understand the properties of shapes
- To describe position, direction and movement
- To use measures
- To use statistics
- To use algebra

MATHS YR 4

Number – Number and Place Value	Number – Addition and subtraction	Number – Multiplication and division	Number – fractions Including Decimals	Measurement	Geometry – Properties of shape	Geometry – Position and direction	Statistics
<p>Pupils should be taught to</p> <ul style="list-style-type: none"> <li>• count in multiples of 6, 7, 9, 25 and 1000</li> <li>• find 1000 more or less than a given number</li> <li>• count backwards through zero to include negative numbers</li> <li>• recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)</li> <li>• order and compare numbers beyond 1000</li> <li>• identify, represent and estimate numbers using different representations</li> <li>• round any number to the nearest 10, 100 or 1000</li> <li>• solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> <li>• read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.</li> </ul>	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> <li>• add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate</li> <li>• estimate and use inverse operations to check answers to a calculation</li> <li>• solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why</li> </ul>	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> <li>• recall multiplication and division facts for multiplication tables up to 12 x 12</li> <li>• 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>• recognise and use factor pairs and commutativity in mental calculations</li> <li>• multiply two-digit and three-digit numbers by a one-digit number using formal written layout</li> <li>• solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.</li> </ul>	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> <li>• recognise and show, using diagrams, families of common equivalent fractions</li> <li>• count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.</li> <li>• 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>• add and subtract fractions with the same denominator</li> <li>• recognise and write decimal equivalents of any number of tenths or hundredths</li> <li>• recognise and write decimal equivalents to <math>\frac{1}{4}</math> <math>\frac{1}{2}</math> <math>\frac{3}{4}</math></li> <li>• 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 ones, tenths and hundredths</li> <li>• round decimals with one decimal place to the nearest whole number</li> <li>• compare numbers with the same number of decimal places up to two decimal places</li> <li>• solve simple measure and money problems involving fractions and decimals to two decimal places.</li> </ul>	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> <li>• Convert between different units of measure [for example, kilometre to metre; hour to minute]</li> <li>• measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</li> <li>• find the area of rectilinear shapes by counting squares</li> <li>• estimate, compare and calculate different measures, including money in pounds and pence</li> <li>• read, write and convert time between analogue and digital 12- and 24-hour clocks</li> <li>• solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.</li> </ul>	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> <li>• compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes</li> <li>• identify acute and obtuse angles and compare and order angles up to two right angles by size</li> <li>• identify lines of symmetry in 2-D shapes presented in different orientations</li> <li>• complete a simple symmetric figure with respect to a specific line of symmetry.</li> </ul>	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> <li>• describe positions on a 2-D grid as coordinates in the first quadrant</li> <li>• describe movements between positions as translations of a given unit to the left/right and up/down</li> <li>• plot specified points and draw sides to complete a given polygon.</li> </ul>	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> <li>• interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</li> <li>• solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs</li> </ul>