

Bryn Offa C of E Primary School  
Year 4 – Autumn

Teacher Planning & Assessment Tool – Maths

Topic	Curriculum Objective
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>
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 subtraction where appropriate.</li> <li>● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.</li> </ul>
Multiplication	<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 using the distributive law and harder multiplication problems such as which <math>n</math> objects are connected to <math>m</math> objects.</li> </ul>
Multiplication and division	<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> </ul>
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>
Measures	<ul style="list-style-type: none"> <li>● To convert between different units of measure (for example, kilometre to metre; hour to minute).</li> <li>● To measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres.</li> <li>● To solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.</li> <li>● To estimate, compare and calculate different measures, including money in pounds and pence.</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 subtraction where appropriate.</li> <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>
Multiplication	<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 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>
Multiplication and division	<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 using the distributive law and harder multiplication problems such as which <math>n</math> objects are connected to <math>m</math> objects.</li> </ul>
Fractions	<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> <li>● To recognise and show, using diagrams, families of common equivalent fractions.</li> </ul>
Geometry	<ul style="list-style-type: none"> <li>● To describe positions on a 2D grid as coordinates in the first quadrant.</li> <li>● To plot specified points and draw sides to complete a given polygon.</li> <li>● To compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.</li> <li>● To identify acute and obtuse angles and compare and order angles up to two right angles by size.</li> </ul>
Data handling and time	<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; years to months; weeks to days.</li> <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>

Bryn Offa C of E Primary School  
Year 4 - Spring  
Teacher Planning & Assessment Tool - Maths

Topic	Curriculum Objective
Number, place value and rounding	<ul style="list-style-type: none"> <li>● To find 1000 more or less than a given number.</li> <li>● To recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones).</li> <li>● To order and compare numbers beyond 1000.</li> <li>● To identify, represent and estimate numbers using different representations.</li> <li>● To round any number to the nearest 10, 100 or 1000.</li> <li>● To solve number and practical problems that involve all of the above and with increasingly large positive numbers.</li> <li>● To read Roman numerals to 100 (I to C) and understand how, over time, the numeral system changed to include the concept of zero and place value.</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 subtraction where appropriate.</li> <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>
Mental and written multiplication	<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 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 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 division	<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 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>
Fractions	<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> <li>● To recognise and show, using diagrams, families of common equivalent fractions.</li> </ul>
Fractions and decimals	<ul style="list-style-type: none"> <li>● To recognise and write decimal equivalents of any number of tenths or hundredths.</li> <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>
Mental calculation	<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 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>
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 subtraction where appropriate.</li> <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>
Time	<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; years to months; weeks to days.</li> </ul>
Written multiplication and division	<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 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 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>
Geometry	<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 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 to complete a given polygon.</li> </ul>
Data handling and measurement	<ul style="list-style-type: none"> <li>● To interpret and present discrete data using bar charts and continuous data using time graphs.</li> <li>● To solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and simple line graphs.</li> <li>● To convert between different units of measure (kilometre to metre; hour to minute).</li> <li>● To estimate, compare and calculate different measures, including money in pounds and pence.</li> </ul>

Bryn Offa C of E Primary School  
Year 4 - Summer  
Teacher Planning & Assessment Tool - Maths

Topic	Curriculum Objective
Place value ideas	<ul style="list-style-type: none"> <li>To count in multiples of 6, 7, 9, 25 and 1000.</li> <li>To find 1000 more or less than a given number.</li> <li>To count backwards through zero to include negative numbers.</li> <li>To recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones).</li> <li>To order and compare numbers beyond 1000.</li> <li>To identify, represent and estimate numbers using different representations.</li> <li>To round any number to the nearest 10, 100 or 1000.</li> <li>To solve number and practical problems that involve all of the above and with increasingly large positive numbers.</li> </ul>
Mental addition and subtraction and measures (use measures as a context for problems)	<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>
Written addition and subtraction and measures	<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 subtraction where appropriate.</li> <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>
Mental and written multiplication and division	<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 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>
Fractions	<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> <li>To recognise and show, using diagrams, families of common equivalent fractions.</li> <li>To add and subtract fractions with the same denominator.</li> </ul>
Area and perimeter of rectilinear shapes and capacity	<ul style="list-style-type: none"> <li>To convert between different units of measure (kilometre to metre; hour to minute).</li> <li>To measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres.</li> <li>To find the area of rectilinear shapes by counting.</li> <li>To estimate, compare and calculate different measures, including money in pounds and pence.</li> </ul>
Mental calculations	<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 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>
Measures	<ul style="list-style-type: none"> <li>To convert between different units of measure (kilometre to metre; hour to minute).</li> <li>To measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres.</li> <li>To find the area of rectilinear shapes by counting.</li> <li>To estimate, compare and calculate different measures, including money in pounds and pence.</li> <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; years to months; weeks to days.</li> </ul>
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 subtraction where appropriate.</li> <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>
Mental and written multiplication and division	<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 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>
2D shape, angles and coordinates	<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 acute and obtuse angles and compare and order angles up to two right angles by size.</li> <li>To identify lines of symmetry in 2D shapes presented in different orientations.</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 to complete a given polygon.</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>