

Y4 Maths Overview Autumn Term.

Week	Starter Ideas	Main focus of teaching and learning.	Outcomes
	<p>Place value in 3-digit numbers</p> <p>Write amounts in £ and p</p> <p>Count on and back in steps of 100 from 0 to at least 5000</p> <p>Place 2-digit numbers on an empty 0 to 100 line</p> <p>Count in 1s from 990 to 1100 and other 4-digit numbers</p>	<p>Number, place value and rounding.</p> <ul style="list-style-type: none"> ● To recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones). ● To identify, represent and estimate numbers using different representations. ● To order and compare numbers beyond 1000. ● To round any number to the nearest 10, 100 or 1000. ● To count in multiples of 6, 7, 9, 25, 1000. ● To find 1000 more or less than a given number. 	
	<p>Know by heart the total of any pair of single-digit numbers</p> <p>Count on in 10s from any three-digit numbers</p> <p>Complements to multiples of 10</p> <p>Addition and subtraction facts for 20</p> <p>Count back in 10s from any 3-digit number, including crossing 100s</p>	<p>Mental addition and subtraction.</p> <ul style="list-style-type: none"> ● To add and subtract numbers with up to four digits using the efficient written methods of columnar addition and subtraction where appropriate. ● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. 	
	<p>Double 1 to 20 and corresponding halves</p> <p>Double and halve multiples of 100</p> <p>4 times table & 8 times table & related division facts.</p> <p>3 times table, division</p>	<p>Multiplication.</p> <ul style="list-style-type: none"> ● To recall multiplication facts for multiplication tables up to 12×12. ● 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. 	

<p>facts</p> <p>6 times table</p>	<ul style="list-style-type: none"> ● To solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which n objects are connected to m objects. 	
<p>Count in steps of 30</p> <p>6 times table</p> <p>8 times table</p> <p>Division facts for 6 times table</p> <p>Division facts for 8 times table</p>	<p>Multiplication and division.</p> <ul style="list-style-type: none"> ● To recall multiplication facts for multiplication tables up to 12×12. ● 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. 	
<p>Telling the time</p> <p>2D shapes</p> <p>Complete symmetrical drawings</p> <p>3D shape</p> <p>Counting on and back in ones from 4-digit numbers through 1000s and 100s</p>	<p>Geometry: properties of shapes.</p> <ul style="list-style-type: none"> ● To compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. ● To identify lines of symmetry in 2D shapes presented in different orientations. ● To complete a simple symmetric figure with respect to a specific line of symmetry. 	
<p>Pairs that make 60</p> <p>Order months</p> <p>Units of time</p> <p>Convert units of time</p> <p>4 times table</p>	<p>Measures.</p> <ul style="list-style-type: none"> ● To convert between different units of measure (for example, kilometre to metre; hour to minute). ● To measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. ● To solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days. ● To estimate, compare and calculate different measures, including money in pounds and pence. 	
<p>Subtract any 1-digit number from a teens numbers</p> <p>Subtract 10s</p> <p>Subtract any pair of 2-digit numbers</p>	<p>Mental and written addition and subtraction.</p> <ul style="list-style-type: none"> ● To add and subtract numbers with up to four digits using the efficient written methods of columnar addition and subtraction where appropriate. ● To estimate and use inverse operations to check 	

	<p>Round 3-digit numbers to nearest 10 and 100</p> <p>Bonds to 100</p>	<p>answers to a calculation.</p> <ul style="list-style-type: none"> ● To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. 	
	<p>Understanding both multiplication and division as inversion operations.</p> <p>Missing value number statements.</p> <p>'Same value different appearance' number statements.</p>	<p>Multiplication.</p> <ul style="list-style-type: none"> ● To recall multiplication facts for multiplication tables up to 12×12. ● 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. ● To recognise and use factor pairs and commutativity in mental calculations. ● To multiply two-digit and three-digit numbers by a one-digit number using formal written layout. ● To solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which n objects are connected to m objects. 	
	<p>Recognise multiples of 2, 3, 4 and 5</p> <p>Divide using \times tables to give answers with remainders</p> <p>Count in halves to at least ten</p> <p>Tell the time</p> <p>Find a time later than...</p>	<p>Multiplication and division.</p> <ul style="list-style-type: none"> ● To recall multiplication facts for multiplication tables up to 12×12. ● 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. ● To solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which n objects are connected to m objects. 	
	<p>Quick recall $\times 10 \times 100$ and dividing.</p> <p>Rapid recall questions.</p> <p>Finding $\frac{1}{2}$, $\frac{1}{4}$ of amounts and quantities.</p>	<p>Fractions.</p> <ul style="list-style-type: none"> ● To count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten. ● To solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer 	

		<p>is a whole number.</p> <ul style="list-style-type: none"> ● To recognise and show, using diagrams, families of common equivalent fractions. 	
	<p>Telling the time</p> <p>2D shapes</p> <p>Complete symmetrical drawings</p> <p>3D shape</p> <p>Counting on and back in ones from 4-digit numbers through 1000s and 100s</p>	<p>Geometry.</p> <ul style="list-style-type: none"> ● To describe positions on a 2D grid as coordinates in the first quadrant. ● To plot specified points and draw sides to complete a given polygon. ● To compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. ● To identify acute and obtuse angles and compare and order angles up to two right angles by size. 	
	<p>Pairs that make 60</p> <p>Order months</p> <p>Units of time</p> <p>Convert units of time</p> <p>4 times table</p>	<p>Data handling and time.</p> <ul style="list-style-type: none"> ● To read, write and convert time between analogue and digital 12- and 24-hour clocks. ● To solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days. ● To interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. ● To solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and simple line graphs. 	
		Assess and Review.	