



Mathematics Medium Term Plan: Year 4

	Block 1 (4 Weeks) Number: Place value	Block 2 (3 Weeks) Number: Addition and subtraction	Block 3 (1 Week) Measurement: Area	Block 4 (3 Weeks) Number: Multiplication and division A	
White Rose Maths: AUTUMN TERM Small steps	Represent numbers to 1,000 Partition numbers to 1,000 Numberline to 1,000 Thousands Represent numbers to 10,000 Partition numbers to 10,000 Flexible partition of numbers to 10,000 Find 1, 10, 100, 1,000 more or less Number line to 10,000 Compare numbers 10,000 Order numbers to 10,000 Roman numerals Round to the nearest 10 Round to the nearest 100 Round to the nearest 1000 Round to the nearest 10, 100 or 1,000 ASSESSMENT	Add and subtract 1s, 10s, 100s and 1000s Add up to two 4 digit numbers - no exchange Add two 4 digit numbers - one exchange Add two 4 digit numbers - more than one exchange Subtract two 4 digit numbers - no exchange Subtract two 4 digit numbers - one exchange Subtract two 4 digit numbers - more than one exchange Efficient subtraction Estimate answers Checking strategies ASSESSMENT	What is area? Counting squares Making shapes. Comparing area. ASSESSMENT	Multiples of 3 Multiply and divide by 6 6 times table and division facts Multiply and divide by 9 9 times table and division facts The 3, 6 and 9 times tables Multiply and divide by 7 7 times table and division facts 11 times table and division facts 12 times table and division facts Multiply by 1 and 0 Divide by 1 and itself Multiply 3 numbers ASSESSMENT	Consolidation
DFE Guidance (Ready to progress criteria)	4NPV-1 - Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100. 4NPV-2 - Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using standard and non-standard partitioning. 4NPV-3 - Reason about the location of any 4-digit number in the linear number system, including identifying the previous & next multiple of 1,000 and 100, and rounding to the nearest of each 4NF-3 - Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100)	4NF-3 - Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100/0)	4G-2 -Identify regular polygons, including equilateral triangles and squares, as those in which the side lengths are equal and the angles are equal. Find the perimeter of regular and irregular polygons.	4NPV-1 - Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100. 4NF-1 - Recall multiplication and division facts up to 12×12 and recognise products in multiplication tables as multiples of the corresponding number. 4MD-1 - Multiply and divide whole numbers by 10 and 100 (keeping to whole number quotients); understand this as equivalent to making a number 10 or 100 times the size. 4MD-2 - Manipulate multiplication and division equations, and understand and apply the commutative property of multiplication	Consolidation



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	Block 1 (3 Weeks) Number: Multiplication and division B	Block 2 (2 Weeks) Measurement: Length and perimeter	Block 3 (4 Weeks) Number: Fractions	Block 4 (3 Weeks) Number: Decimals	
White Rose Maths: SPRING TERM Small steps	<p>Factor pairs Use factor pairs Multiply by 10 Multiply by 100 Divide by 10 Divide by 100 Related facts - multiplication and division Informal written methods for multiplication Multiply 2 digits by 1 digit Multiply 3 digits by 1 digit Divide 2 digits by 1 digit (1) Divide 2 digits by 1 digit (2) Divide 3 digits by 1 digit Correspondence problems Efficient multiplication ASSESSMENT</p>	<p>Measure in kilometres and metres Equivalent lengths (kilometres and metres) Perimeter on a grid Perimeter of a rectangle Perimeter of rectilinear shapes Find missing lengths in rectilinear shapes Calculate the perimeter of rectilinear shapes Perimeter of regular polygons Perimeter of polygons ASSESSMENT</p>	<p>Understand the whole Count beyond 1 Partition a mixed number Number lines with mixed numbers Compare and order mixed numbers Understand improper fractions Convert mixed numbers to improper fractions Convert improper fractions to mixed numbers Equivalent fractions on a number line Equivalent fraction families Add two or more fractions Add fractions and mixed numbers Subtract two fractions Subtract from whole amounts Subtract from mixed numbers ASSESSMENT</p>	<p>Tenths as fractions Tenths as decimals Tenths on a place value chart Tenths on a number line Divide a 1-digit number by 10 Divide a 2-digit number by 10 Hundredths as fractions Hundredths as decimals Hundredths on a place value chart Divide a 1 or 2-digit number by 100 ASSESSMENT</p>	
DFE Guidance (Ready to progress criteria)	<p>4NF-1 - Recall multiplication and division facts up to 12×12 and recognise products in multiplication tables as multiples of the corresponding number. 4NF-2 - Solve division problems, with two-digit dividends and one-digit divisors that involve remainders, and interpret remainders appropriately according to the context. 4NF-3 - Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100) 4MD-2 - Manipulate multiplication and division equations, and understand and apply the commutative property of multiplication. 4MD-3 - Understand and apply the distributive property of multiplication.</p>	<p>NF-1 - Recall multiplication and division facts up to 12×12 and recognise products in multiplication tables as multiples of the corresponding number. 4NF-2 - Solve division problems, with two-digit dividends and one-digit divisors that involve remainders, and interpret remainders appropriately according to the context. 4NF-3 - Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100) 4MD-2 - Manipulate multiplication and division equations, and understand and apply the commutative property of multiplication. 4MD-3 - Understand and apply the distributive property of multiplication.</p>	<p>4F-1 - Reason about the location of mixed numbers in the linear number system 4F-2 - Convert mixed numbers to improper fractions and vice versa. 4F-3 - Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers.</p>	No RTP	



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	<i>Block 1 (2 Weeks) Number: Decimals B</i>	<i>Block 2 (2Weeks) Measurement: Money</i>	<i>Block 3 2 (Weeks) Measurement: Time</i>	<i>1 Week</i>	<i>Block 4 (2Weeks) Geometry: Shape</i>	<i>Block 5 (1 Week) Statistics</i>	<i>Block 6 (2 Weeks) Geometry: Position and direction</i>	
White Rose Maths: SUMMER TERM Small steps	<p>Make a whole with tenths Make a whole with hundredths Partition decimals Flexibly partition decimals Compare decimals Order decimals Round decimals to the nearest whole number Halves and quarters as decimals</p>	<p>Write money using decimals Convert between pounds and pence Compare amounts of money Estimate with money Calculate with money Solve problems with money Negative numbers Decimals and Money ASSESSMENT</p>	<p>Years, months, weeks and days Hours, minutes and seconds Convert between analogue and digital times Convert to the 24-hour clock Convert from the 24-hour clock ASSESSMENT</p>	Consolidation	<p>Understand angles as turns Identify angles Compare and order angles Triangles Quadrilaterals Polygons Lines of symmetry Complete a symmetric figure ASSESSMENT</p>	<p>Interpret charts. Comparison, sum and difference. Interpret line graphs. Draw line graphs. ASSESSMENT</p>	<p>Describe position using co-ordinates Plot co-ordinates Draw 2D shapes on a grid Translate on a grid Describe translation on a grid ASSESSMENT</p>	Consolidation
DFE Guidance (Ready to progress criteria)	No RTP	No RTP	No RTP	Consolidation	<p>4G-2 -Identify regular polygons, including equilateral triangles and squares, as those in which the side lengths are equal and the angles are equal. Find the perimeter of regular and irregular polygons. 4G-3 - Identify line symmetry in 2D shapes presented in different orientations. Reflect shapes in a line of symmetry and complete a symmetric figure or pattern with respect to a specified line of symmetry</p>	<p>4NPV-4 - Divide 1,000 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 1,000 with 2, 4, 5 and 10 equal parts</p>	<p>4G-1 - Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant.</p>	Consolidation