

Year 3 Moving into Year 4

Long Term and Medium Term Planning

Year 4: Overview of the year

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y3 Geometry Angles 3	2 Addition and subtraction (problems and inverse)	2 Measures Length, including perimeter	3 Measures Area	6 Multiplication & Division	5 Fractions
Y3 Statistics 2	1 Geometry 2D shape	1 Statistics	4 Multiplication and Division (using measures and money)	5 Place Value Counting and sequences	6 Place value
Y3 Addition and Subtraction Decimals (money) 4	1 Measures Time	3 Place value. including Roman numerals	5 Multiplication & Division - Mental multiplication & written division	3 Fractions and decimals (using measures)	2 Statistics
Y3 Addition and subtraction problems 6	1 Multiplication & Division - Mental multiplication & division	1 Fractions and decimals.	4 Place value	4 Fractions and written division	4 Addition and subtraction (using statistics)
Y3 Multiplication and division (using measures) 7	2 Multiplication and Division	2 Fractions, decimals and division	3 Addition and subtraction	4 Measures Volume, capacity and mass	6 Fractions - Decimals
Y3 Measures General 6	3 Multiplication and Division Written multiplication	2 Geometry Position and direction	3 Geometry 2D shape and position	4 Geometry Position and area	5 Geometry Shape
1 Place value, including negative numbers					
1 Addition and subtraction					

YEAR 4: AUTUMN 1: Overview and Teaching Steps

WEEK 1 – Year 3		WEEK 2 – Year 3		WEEK 3 – Year 3		WEEK 4 – Year 3		WEEK 5	WEEK 6
3 Geometry Angles	2 Statistics	4 Measures Time	5 Measures Time	4 Addition & Subtraction Decimals	6 Addition and Subtraction Problems	7 Multiplication & Division (using measures)	6 Measures Money	1 Place Value Negative Numbers	1 Addition & Subtraction
Recognise angles are a property of shape or a description of a turn. Identify right angles; recognise that two right angles make a half-turn, three make three quarters & four a complete turn Identify whether angles are greater than or less than a right angle	Solve 1-step and 2-step questions such as 'How many more?' and 'How many fewer?' using information presented in scaled bar charts, pictograms and other graphs	12-hour & 24-hour clocks Record and compare time in terms of seconds, minutes, hours. Use vocabulary such as o'clock, am/pm, morning, afternoon, noon and midnight.	Know the numbers of seconds in a minute and the number of days in each month, year and leap year. Compare durations of events, for example to calculate time taken by particular events or tasks.	Count up and down in tenths; recognise that tenths arise from dividing an object into ten equal parts and in dividing numbers or quantities by 10.	Solve word problems including missing number problems, number facts, place value and more complex addition and subtraction.	Write and calculate measures for multiplication and division using known multiplication tables, including 2-digit x 1-digit, using mental and progressing to formal written methods.	Consolidate : Adding and subtracting amounts of money to give change, using both £ and p in practical contexts.	Count backwards through zero to include negative numbers	Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction, where appropriate.
Know that the space between two lines joined at a point is known as an angle and can be measured in degree	Solve problems using pictograms	Read 24 hour clock and show time on analogue clock face, e.g. 18:30 is half past 6 in the evening.	Know 60 minutes = 1 hour	Count up in tenths starting at zero	Solve missing number problems	Multiply a measure with a multiple of ten by a single digit mentally, using 2, 3, 4, 5, 8 and 10x.	Add any two amounts of money using notes and coins	>	>
Know that the measurement in degrees is greater when the space is wider	Solve problems using bar charts	Be able to tell whether a time is am or pm on a 24 hour clock	Know 60 seconds = 1 minute	Count back in tenths to zero	Solve word problems involving place value	Multiply a measure with a 2-digit number by a single digit using 2, 3, 4, 5, 8 and 10x.	Sort out an amount of money by organising it into sets of the same coins and then making up sets of pounds	>	>
Understand that angle can be used to describe a turn	Solve problems using graphs	Know that 60 seconds is one minute.	Know the number of days per month varies from 28-31	Count up in tenths starting at any 'tenth number'	Solve problems with addition to 1000	Divide 2, 3, 4, 5, 8 into any measure of ten with no remainder.	Give change from £5	>	>
Be able to identify right angles in the environment	Solve 1-step problems using pictograms, scaled bar charts and other graphs	Know that 60 minutes is one hour.	State how many days in each month	Count back in tenths starting at any 'tenth number'	Solve problems with subtraction to 1000	Divide 2, 3, 4, 5, 8 into any measure with 2-digit number with no remainder.	Give change from £10	>	>
Know a right angle as having 90° and use the degrees symbol	Solve 2-step problems using pictograms, scaled bar charts and other graphs	Show understanding of equivalence, e.g. 90 secs = 1 minute and a half; 75 minutes = 1 hour and a quarter.	Know the number of days in a year varies between 365 and 366	Know that tenths arise from dividing an object, quantity or number into 10 equal parts	Solve problems with subtraction to 1000	Divide 2, 3, 4, 5, 8 into any measure with 2-digit number with no remainder.	Give change from £10	>	>
Know that two right angles effectively make a straight line and is equivalent to 180°	Solve problems using pictograms, scaled bar charts and other graphs	Order amounts of time using different units of measurement, e.g. 90 secs; 2 minutes; 120 minutes; 1.5 hours etc.	Know that there are 366 days in a leap year	Place fractions (tenths) in order – ascending and descending.				>	>
Know that two right angles make a half turn	Solve problems which ask, 'How many more...?'	Know that am represents time from midnight to noon.	Know that the time difference between two events by counting on					>	>
Know that three right angles make a three-quarter turn	Solve problems which ask, 'How many fewer...?'	Know that pm represents time from noon to midnight.						>	>
Know that four right angles make a complete turn								>	>
Identify angles smaller than a right angle								>	>
Identify angles larger than a right angle								>	>

YEAR 4: AUTUMN 1: Maths Meetings and Mental Maths

WEEK 1 – Year 3	WEEK 2 – Year 3	WEEK 3 – Year 3	WEEK 4 – Year 3	WEEK 5 – Year 4	
6 Multiplication & Division	5 Addition & Subtraction (using measures)	4 Place Value	4 Fractions	2 Place Value	
Additional practise for formal methods of multiplication and division, including a high focus on reasoning	Add and subtract measures (length, weight and volume) with up to 3 digits, using formal written methods of columnar addition and subtraction.	Revise all Year 3 activities associated with place value, including additional reasoning activities.	Revise all Year 3 activities associated with fractions and decimals.	Count in multiples of 6, 7, 9, 25 and 1000.	
<ul style="list-style-type: none"> ➤ Multiply a multiple of ten by a single digit mentally, using 2, 3, 4, 5, 8 and 10x; Setting everything out in formal method ➤ Multiply a 2-digit number by a single digit using 2, 3, 4, 5, 8 and 10x, setting everything out using a formal method ➤ Divide 2, 3, 4, 5, 8 into any multiple of ten with no remainder, setting everything out using a formal method ➤ Divide 2, 3, 4, 5, 8 into any 2-digit number with no remainder, setting everything out using a formal method 	<ul style="list-style-type: none"> ➤ Add two 2-digit numbers using columnar addition without exchanging. ➤ Subtract a 2-digit number from a 2-digit number without exchanging. ➤ Add two 3-digit numbers using columnar addition without exchanging. ➤ Subtract a 2 or 3-digit number from a 3-digit number without exchanging. ➤ Add two 2-digit numbers where the units make more than 10 ➤ Add two 3-digit numbers where the units and/or tens make more than 10 ➤ Subtract a 2-digit number from a 2-digit number where exchanging is required ➤ Subtract a 2-digit number from a 3-digit number where exchanging is required 	<ul style="list-style-type: none"> ➤ Focus specifically on: ➤ Knowing which number in a set of 3 digit numbers is the greatest ➤ Knowing which number in a set of 3 digit numbers is the smallest ➤ Ordering a set of 3 digit numbers from smallest to largest ➤ Ordering a set of 3 digit numbers from largest to smallest ➤ Identifying the hundreds, tens and ones in any 3 digit number ➤ Partitioning a 3 digit number identifying the value of each digit 	<ul style="list-style-type: none"> ➤ Focus specifically on: ➤ Adding two fractions with the same denominator that add up to no more than one whole. ➤ Subtracting one fraction from another with the same denominator (below one whole). ➤ Counting up in tenths starting at zero ➤ Counting back in tenths to zero ➤ Counting up in tenths starting at any 'tenth number' ➤ Counting back in tenths starting at any 'tenth number' ➤ Knowing that tenths arise from dividing an object, quantity or number into 10 equal parts ➤ Placing fractions (tenths) in order – ascending and descending. 	<ul style="list-style-type: none"> ➤ Count on and back in 1000s from 0 to 10,000 ➤ Count on and back in 10s from any given multiple between 0 and 10,000 ➤ Count on and back in 100s from 0 to 10,000 ➤ Count on and back in 50s from 0 to 1000 starting at any given multiple ➤ Count on and back in 25s from 0 to 1000 starting at any given multiple ➤ Count on and back in 9s from 0 to 1000 starting at any given multiple ➤ Count on in 8s from 0 to 1000 starting at any given multiple ➤ Count on in 7s from 0 to 1000 starting at any given multiple ➤ Count on in 6s from 0 to 1000 starting at any given multiple. 	

YEAR 4 : AUTUMN 2: Overview and Teaching Steps

WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6
2 Addition & Subtraction	1 Geometry Shape	1 Measures Time	1 Multiplication & Division - Mental	2 Multiplication & Division	3 Multiplication & Division
Estimate and use inverse operations to check answers to a calculation.	Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.	Read, write & convert time between analogue and digital 12- and 24-hour clocks.	Recall multiplication and division facts for tables up to 12x12.	Recognise and use factor pairs and commutativity in mental calculations.	Multiply 2-digit and 3-digit numbers by a 1-digit number using formal written layout.
<ul style="list-style-type: none"> ➤ Estimate the answer to any given addition involving two 2-digit numbers to the nearest 10. ➤ Estimate the answer to any given addition involving two 3-digit numbers to the nearest 100. ➤ Estimate the answer to any given addition involving two 3-digit numbers to the nearest 10. ➤ Estimate the answer to any given subtraction involving two 2-digit numbers to the nearest 10. ➤ Estimate the answer to any given subtraction involving two 3-digit numbers to the nearest 100. ➤ Estimate the answer to any given subtraction involving two 3-digit numbers to the nearest 10. ➤ Explain the term 'inverse' and exemplify with an example. ➤ Check the answer to any calculation with 2 and 3 digit numbers using the inverse. 	<ul style="list-style-type: none"> ➤ Sort shapes according to their properties using correct vocabulary ➤ Draw and classify shapes based on given criteria, then sort 	<ul style="list-style-type: none"> ➤ Know how to set out each analogue time in digital format ➤ Know how to set out each digital time in analogue format. ➤ Convert between analogue and digital and vice versa ➤ Explain how the digital clock system works, e.g. 10 past 2 in the afternoon = 2:10pm = 14:10. 	<ul style="list-style-type: none"> ➤ Count in 6s; forward and backwards. ➤ Recite the x6 tables up to x12, without error. ➤ Answer any calculation involving x6, out of order. Know that 2x6 is the same as 6x2 etc. ➤ Answer any calculation involving ÷6, out of order. Count in 7s; forward and backwards. ➤ Recite the x7 table up to x12, without error. ➤ Answer any calculation involving x7, out of order. Know that 3x7 is the same as 7x3 etc. ➤ Answer any calculation involving ÷7, out of order. Count in 9s; forward and backwards. ➤ Recite the x9 table up to x12, without error. ➤ Answer any calculation involving x9, out of order. Know that 4x9 is the same as 9x4 etc. ➤ Answer any calculation involving ÷9, out of order. ➤ Recall multiplication facts for all tables up to 12x12 out of order ➤ Recall division facts for all tables up to 12x12 out of order 	<ul style="list-style-type: none"> ➤ Explain the term 'factor pair'. ➤ Know all the factors within all numbers to 10. ➤ Work out all the factors of any number to 144. ➤ Know the term 'square number' and recall all square numbers associated with numbers 1 – 144. 	<ul style="list-style-type: none"> ➤ Multiply a multiple of 100 by a single-digit number mentally, using 2, 3, 4, 5, 6, 7, 8 and 9x. ➤ Multiply a 2-digit number by a single digit number using 2, 3, 4, 5, 6, 7, 8, 9x. ➤ Multiply a 3-digit number by a single digit number using 2, 3, 4, 5, 6, 7, 8, 9x.

YEAR 4 : SPRING 1: Overview and Teaching Steps

WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6
2 Measures Perimeter	1 Statistics	3 Place Value Roman Numerals	1 Fractions	2 Fractions	2 Geometry Position and Direction
Measure and calculate the perimeter of a rectilinear figure (including squares) in cm and m.	Interpret and present discrete and continuous data using appropriate graphical methods, including: - bar charts - time graphs	Read Roman numerals to 100 and understand that over time, the numeral system changes to include the concept of zero and place value.	Recognise and show, using diagrams, families of common equivalent fractions.	Add and subtract fractions with the same denominator.	Describe positions on a 2D grid as coordinates in the first quadrant
<ul style="list-style-type: none"> ➤ Know the formula for calculating the perimeter of a rectangle (2 x length plus 2 x breadth) ➤ Know that the perimeter of an irregular shape can be calculated by adding the length of each individual side together 	<ul style="list-style-type: none"> ➤ 'Tell the story' of a bar chart with no scales on the axes ➤ 'Tell the story' of a bar chart with scales on the axes ➤ 'Tell the story' of a time graph with no scales on the axes ➤ 'Tell the story' of a time graph with scales on the axes ➤ Construct a bar chart with correct labelling of both axes ➤ Plot information on a time graph 	<ul style="list-style-type: none"> ➤ Read Roman numerals from 1 to 10 ➤ Read Roman numerals to 50 ➤ Read Roman numerals to 100 ➤ Write Roman numerals from 1 to 10 ➤ Write Roman numerals to 50 ➤ Write Roman numerals to 100 	<ul style="list-style-type: none"> ➤ Know all equivalent fractions of $\frac{1}{2}$ up to and including the denominator 12 ➤ Know all equivalent fractions of $\frac{1}{4}$ up to and including the denominator 12 ➤ Know all equivalent fractions of $\frac{3}{4}$ up to and including the denominator 12 ➤ Know all equivalent fractions of $\frac{1}{3}$ up to and including the denominator 12 ➤ Know all equivalent fractions of $\frac{2}{3}$ up to and including the denominator 12 	<ul style="list-style-type: none"> ➤ Add two fractions with the same denominator or that add up to more than one whole. ➤ Subtract one fraction from another with the same denominator or crossing one whole. 	<ul style="list-style-type: none"> ➤ Read coordinates using both axes ➤ Plot points using both axes ➤ Answer questions involving coordinates ➤ Create shapes by plotting points in first quadrant

YEAR 4 : SPRING 2: Overview and Teaching Steps

WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6
3 Measures Area Find the area of rectilinear shapes by counting squares.	4 Multiplication & Division Divide 2-digit and 3-digit numbers by a 1-digit number using formal written layout with no remainder.	5 Multiplication & Division Use place value, known and derived facts to multiply and divide mentally, including multiplying by 0 and 1; multiplying three numbers together.	4 Place Value Find 1000 more or less than a given number.	3 Addition & Subtraction Consolidate Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.	3 Geometry 2D Shape -Identify lines of symmetry in 2D shapes presented in different orientations. - Complete a simple symmetric figure with respect to a specific line of symmetry
<ul style="list-style-type: none"> ➤ Count squares to identify the area of a shape. ➤ Draw shapes of a given size, e.g. 20 squares. ➤ Introduce the term square centimetre/cm² ➤ Use the formula for calculating the area of a rectilinear shape ($l \times b$) 	<ul style="list-style-type: none"> ➤ Divide a multiple of 10 by a single digit number using 2, 3, 4, 5, 6, 7, 8, 9x with no remainder. ➤ Divide a 2-digit number by a single digit number using 2, 3, 4, 5, 6, 7, 8, 9x with no remainder. ➤ Divide a 3-digit number by a single digit number using 2, 3, 4, 5, 6, 7, 8, 9x with no remainder. 	<ul style="list-style-type: none"> ➤ Use all table facts up to 12x12 in calculations involving multiplication and division. ➤ Know what happens when multiplying by 0 or 1. ➤ Know what happens when dividing by 1. ➤ Know what happens when three numbers are multiplied together. 	<ul style="list-style-type: none"> ➤ Find 100 more than any 3 digit number ➤ Find 100 less than any 3 digit number ➤ Find 100 more than any 4 digit number ➤ Find 100 less than any 4 digit number ➤ Find 1000 more than any 4 digit number ➤ Find 1000 less than any 4 digit number ➤ Find 1000 more than any 2 digit number ➤ Find 1000 more than any 3 digit number 	<ul style="list-style-type: none"> ➤ Add numbers with 4-digits without exchanging ➤ Add numbers with 4-digits where the total of hundreds, tens or ones exceed 10 ➤ Subtract a number from a 4-digit number which requires no exchanging ➤ Subtract a number from a 4-digit number where exchanging is required 	<ul style="list-style-type: none"> ➤ Define and show understanding of symmetry ➤ Show lines of symmetry in an equilateral or isosceles triangle (in different orientations) ➤ Show lines of symmetry in a quadrilateral (in different orientations) ➤ Show lines of symmetry in circle ➤ Create simple symmetrical figures and show lines of symmetry ➤ Recognise lines of symmetry in given shapes

YEAR 4 : SUMMER 1: Overview and Teaching Steps

WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6
6 Multiplication & Division - Decimals	5 Place Value	3 Fractions	4 Fractions	4 Measures Length/ Mass/ Capacity/Time	4 Geometry Position & Direction
Find the effect of multiplying a number with up to 2 decimal places by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths.	Compare and order numbers beyond 1000	Find the effect of dividing a 1-digit or 2-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths.	Count up and down in hundredths; recognise that hundredths arise from dividing an object into 100 equal parts and in dividing numbers or quantities by 100.	Convert between different units of measure (e.g. km to m; hr to min)	-Describe positions on a 2D grid as coordinates in the first quadrant - Describe movements between positions as translations of a given unit to the left/right and up/down - Plot specified points and draw sides to complete given polygon
<ul style="list-style-type: none"> ➤ Multiply any number with up to 2 decimal places by 10 and express the answer using tenths. ➤ Multiply any number with up to 2 decimal places by 100 and express the answer using tenths and hundredths. 	<ul style="list-style-type: none"> ➤ Know which number in a set of 4 digit numbers is the greatest ➤ Know which number in a set of 4 digit numbers is the smallest ➤ Order a set of 4 digit numbers from smallest to largest ➤ Order a set of 4 digit numbers from largest to smallest 	<ul style="list-style-type: none"> ➤ Divide any 2 digit number by 10 and express the answer using tenths. ➤ Divide any 2 digit number by 100 and express the answer using tenths and hundredths. 	<ul style="list-style-type: none"> ➤ Count up in hundredths starting at zero ➤ Count back in hundredths to zero ➤ Count up in hundredths starting at any 'hundredth number' ➤ Count back in hundredths starting at any 'hundredth number' ➤ Know that hundredths arise from dividing an object, quantity or number into 100 equal parts ➤ Place fractions (hundredths) in order – ascending and descending. 	<ul style="list-style-type: none"> ➤ Revise relationships between measures: 1000m = 1km; 100cm = 1m; 10mm = 1cm ➤ Revise relationships between measures: 1000g = 1kg ➤ Revise relationships between measures: 60 min = 1 hour; 60 secs = 1 min; 12 months = 1 year ➤ Solve problems involving conversion between units of measure ➤ Express a distance of more than 1km in m ➤ Express a distance of more than 1cm in mm ➤ Express a mass of more than 1kg in g ➤ Express a volume of more than 1l in ml ➤ Express the passing of time of more than 1 hour in minutes ➤ Express the passing of time of more than 1 minute in seconds. 	<ul style="list-style-type: none"> ➤ Read coordinates using both axes ➤ Plot points using both axes ➤ Answer questions involving coordinates ➤ Create shapes by plotting points in first quadrant ➤ Explain a change in a given position by the movement made along the axes of the quadrant ➤ Use numbered axes to plot points to form a polygon ➤ Describe the properties of the polygon

YEAR 4 : SUMMER 2: Overview and Teaching Steps

WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6
5 Fractions	6 Place Value	2 Statistics	4 Addition & Subtraction	6 Fractions Decimals	5 Geometry
-Recognise and write decimals equivalents of any number of tenths or hundredths - Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$.	Round any number to the nearest 10, 100 or 1000	Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs	Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.	Round decimals with one decimal place to the nearest whole number. Compare numbers with the same number of decimal places up to two decimal places.	Identify acute and obtuse angles and compare and order angles up to two right angles by size.
<ul style="list-style-type: none"> ➤ Know that $1/10 = 0.1$ [for each tenth value] ➤ Know that $1/100 = 0.01$ [for each hundredth value] ➤ Know that $0.25 = \frac{1}{4}$ ➤ Know that $0.5 = \frac{1}{2}$ ➤ Know that $0.75 = \frac{3}{4}$ 	<ul style="list-style-type: none"> ➤ Round any number up to 100 to the nearest 10 ➤ Round any number up to 1000 to the nearest 10 ➤ Round any number up to 1000 to the nearest 100 ➤ Round any number up to 10,000 to the nearest 1000 	<ul style="list-style-type: none"> ➤ Compare information in bar charts to answer questions ➤ Solve addition problems using information in bar charts to answer questions ➤ Solve difference problems using information in bar charts to answer questions ➤ Compare information in pictograms to answer questions ➤ Solve addition problems using information in pictograms to answer questions ➤ Solve difference problems using information in pictograms to answer questions ➤ Compare information in tables to answer questions ➤ Solve addition problems using information in tables to answer questions ➤ Solve difference problems using information in tables to answer questions 	<ul style="list-style-type: none"> ➤ Solve two-step problems using addition to 1000. ➤ Solve two-step problems with subtraction to 1000. ➤ Solve two-step problems using addition and subtraction to 1000. 	<ul style="list-style-type: none"> ➤ Round a number with one decimal place to nearest whole number. ➤ Given 3 numbers with one decimal place, place in order (smallest to largest and vice versa). ➤ Given 5 numbers with one decimal place, place in order (smallest to largest and vice versa). ➤ Given 3 numbers with two decimal places, place in order (smallest to largest and vice versa). ➤ Given 5 numbers with two decimal places, place in order (smallest to largest and vice versa). 	<ul style="list-style-type: none"> ➤ Know that an angle smaller than a right angle is known as an acute angle ➤ Know that an angle larger than a right angle is known as an obtuse angle ➤ Identify and describe an acute angle ➤ Identify and describe an obtuse angle ➤ Compare and order angles by size