

## Year 4 Maths Medium Term Plan 2021-2022

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Term 1	<p><b>Number and place value</b> Read and write numbers up to 100000 in numerals and words To represent 4 digit numbers (concrete-place value counters). To find 1, 10, 100 or 1000 more than a given number (concrete). To recognise the place value of each digit in a four digit number. Order numbers beyond 1000. Compare numbers beyond 1000.</p>	<p><b>Addition and Subtraction</b> To add four digit numbers (no regrouping) To add with regrouping in the 100s To add with regrouping in the 100s, 10s and 1s To add with regrouping in the 1000s, 100s, 10s and 1s To identify common misconceptions in column addition Add and subtract mentally 3 digit by H,T and O</p>	<p><b>Addition and Subtraction</b> To subtract up to 4 digit numbers (no regrouping) To subtract with regrouping in hundreds and thousands To subtract with regrouping in hundreds, thousands, tens and ones To subtract with numbers that have zeros To identify common misconceptions in column subtraction</p>	<p><b>Multiplication and division</b> To multiply by ten using place value grids and dienes To multiply two digit numbers by a one digit number (see year 3 exemplification) To multiply three digit numbers by one digit number To multiply two digit by two digit number  Count on in multiples of 4 and 6</p>	<p><b>Multiplication and division</b> To use number bonds for factor and products (To solve missing number sentences) To make the link between sharing, arrays and short division. To use known facts to derive facts involving 3 digit numbers (If I know <math>2 \times 3 = 6</math> I can work out that <math>600 \div 3 = 200</math>) To use the distributive property strategy to divide 'friendly' numbers.</p>	<p><b>Measurement – Time</b> To convert units of measure. To convert time between analogue and digital clocks (12 hour and 24 hour). To solve problems involving converting time. To calculate time durations that pass through the hour.</p>	<p><b>Review skills taught based on assessment for learning.</b></p>
Term 2	<p><b>Fractions, decimals and percentages</b> To identify equivalent fractions Show equivalent fractions pictorially (and calculate equivalent fractions) To compare fractions</p>	<p><b>Fractions, decimals and percentages</b> To use factors and multiples to recognise equivalent fractions To simplify fractions Add and subtract like fractions (fractions with the same denominator).</p>	<p><b>Geometry-properties of shape</b> To classify different triangles. To compare and order angles up to two right angles, by size To classify different quadrilaterals. To identify lines of symmetry in 2-D shapes presented in different orientations.</p>	<p><b>Statistics</b> To interpret and present data in a bar chart To interpret and present data in a time graph To solve comparison problems using information presented (in a range of tables/graphs). To solve sum problems using the information presented (in a range of tables/graphs). To solve finding the difference problems using the information presented (in a range of tables/graphs).</p>	<p><b>Measurement-length and mass</b> To measure and calculate the perimeter of rectilinear shapes. To find the area of rectilinear shapes (by counting squares).  To estimate, compare and calculate measures.</p>	<p><b>Measurement – volume and capacity</b> To estimate, compare and calculate measures.</p>	<p><b>Four operations (context: volume, capacity, length, mass)</b></p>
Term 3	<p><b>Number and place value</b> Round any number to the nearest 10, 100, 1000. (To round appropriately given context see division strand) To identify and count in negative numbers. To estimate and round numbers using</p>	<p><b>Addition and subtraction</b> To round off numbers to the nearest 10 / 100 - To estimate to check answers To add and subtract decimals up to 2 decimal places To solve two step word problems. Use take away and comparing models to solve</p>	<p><b>Multiplication and division</b> To use the distributive law: <math>32 \times 3 = (30 \times 3) + (2 \times 3) = 90 + 6 = 96</math> To use associative law to multiply three numbers To solve problems using scaling To derive multiplication and division facts from three digit numbers</p>	<p><b>Fractions, decimals and percentages</b> To calculate the fraction of numbers and quantities Recognise and write decimal equivalents of any number of tenths of hundredths Recognise and write decimal equivalents to</p>	<p><b>Fractions, decimals and percentages.</b> Compare numbers with the same number of decimal places (up to 2 decimal places) Round decimals with one decimal place to the nearest whole number.</p>	<p><b>Geometry – position and direction</b> To recognise that two right angles make a half turn, three make three quarters and four complete. To describe position on a 2-D grid as co-ordinates.(2,5)</p>	

	measuring instruments.	subtraction word problems.	To divide a three digit number using short division (Regrouping in tens and ones) To divide a three digit number using short division (Regrouping in tens, ones and hundreds) Count on in multiples of 7,8 and 9				
Term 4	<b>Statistics</b> To understand and use a range of scales. To understand the recording of change over time. To record change over time in a range of graphs.	<b>Measurement – money</b> To calculate money in pounds and pence using four operations.	<b>Four operations</b> Mental strategies: Derive quickly related facts Add and subtract pairs of multiples Add 3 numbers mentally Know by heart all doubles and halves Multiply 3 numbers	<b>Measurement – time</b> To convert units of measure. To convert time between analogue and digital clocks (12 hour and 24 hour). To solve problems involving converting time. To calculate time durations that pass through the hour.	<b>Geometry – properties of shape</b> To identify acute and obtuse angles. To compare and order angles up to two right angles, by size. To compare length and angles to decide if a polygon is regular or irregular.		
Term 5	<b>Number and place value</b> To understand the history of different numeration systems. To read and understand Roman numerals. To understand the place value of decimals and fractions (see learning objectives in these strands). Count on in multiples of 50 and 100	<b>Addition and subtraction</b> To round off numbers to the nearest 10 / 100 - To estimate to check answers To add and subtract decimals up to 2 decimal places To solve two step word problems. Use take away and comparing models to solve subtraction word problems.	<b>Multiplication and division</b> To recognise factors of a number To multiply decimals	<b>Fractions, decimals and percentages</b> To connect fractions, decimals and measures (using a number line)	<b>Fractions, decimals and percentages</b> To connect fractions, decimals and measures (using a number line)	<b>Geometry – position and direction</b> Describe movements between positions as translations (left, right, up, down) To plot specified points. To draw a polygon. To draw a pair of axes. To use coordinate plotting ICT tools.	
Term 6	<b>Measurement – volume and capacity</b> To estimate, compare and calculate measures	<b>Four operations (context: volume and capacity)</b> Understand the use of brackets in simple calculations Solve two step word problems	<b>Measure – Length and mass</b> To estimate, compare and calculate measures	<b>Four operations (context: length and mass)</b> Use bar model to help solve problems Calculate and measure the perimeter of rectilinear figure in cm and mm Find the area of rectilinear shapes by counting squares	<b>Geometry – properties of shapes</b> To compare and classify geometric shapes based on their properties and sizes. To use a tree diagram to classify shapes To complete a simple symmetric figure.	<b>Statistics</b> To record data into Venn and Carroll diagrams.	<b>Measurement – time</b> To convert units of measure. To convert time between analogue and digital clocks (12 hour and 24 hour). To solve problems involving converting time. To calculate time durations that pass through the hour.

Throughout (and when children are ready): To use the bar model to represent word problems, Problem solving (4 types)

