

Flanderwell Primary School Maths End of Year 4



At the end of year four I will know and remember

Number and Place Value

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.

Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using standard and non-standard partitioning

Reason about the location of any four-digit number in the linear number system, including identifying the previous and next multiple of 1,000 and 100, and rounding to the nearest of each.

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.

Number Fluency, Multiplication and Division

Recall multiplication and division facts up to 12x12, and recognise products in multiplication tables as multiples of the corresponding number.

Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, for example: 74÷9=8r2, and interpret remainders appropriately according to the context.

Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100), for example: 8+6=14 and 14-6=8 so 800+600=1,400 1,400-600=800 3x4=12 and 12÷4=3 so 300x4=1,200 and 1,200 ÷4=300

Multiply and divide whole numbers by 10 and 100 and understand this as equivalent to making a number 10 or 100 times the size.

Manipulate multiplication and division equations, and understand and apply the commutative property of multiplication.

Understand and apply the distributive property of multiplication.

Fractions

Reason about the location of mixed numbers in the linear number system.

Convert mixed numbers to improper fractions and vice versa.

Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers, for example: 7/5 + 4/5 = 11/5, 37/8 - 2/8 = 35/8

Geometry – Shape

Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant.

Identify regular polygons, including equilateral triangles and squares. Find the perimeter of regular and irregular polygons.

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.

Methods

Addition – formal column method Subtraction – formal column method Multiplication – short multiplication Division - children will use part-whole models and place value counters to divide

Number Facts

Use and apply my knowledge of times tables up to 12 x 12.