

Year 4	Number and place value	Addition and subtraction	Multiplication and division	Fractions	Measurement	Geometry	
						Properties of shape	Position and direction
Milestone 1	- Count in multiples of 25 and 1000 - find 1000 more or less than a given number - recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) - identify, represent and estimate numbers using different representations - round any number to the nearest 10, 100	- estimate and use inverse operations to check answers to a calculation Statistics - statistics: interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs	use place value, known and derived facts to multiply and divide mentally	- recognise and show, using diagrams - find the effect of dividing a one- or two-digit number by 10 and 100 - add and subtract fractions with the same denominator - round decimals with one decimal place to the nearest whole number	- measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres - estimate, compare and calculate different measures, including money in pounds and pence Statistics - statistics: interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs	- compare and classify geometric shapes, based on their properties and sizes identify acute and obtuse angles - complete a simple symmetric figure with respect to a specific line of symmetry	describe positions on a 2-D grid as coordinates in the first quadrant
Milestone 2	- Count in multiples of 6, 25 and 1000 - count backwards through zero to include negative numbers - order and compare numbers beyond 1000 - round any number to the nearest 10, 100 or 1000	add and subtract numbers with up to 4 digits	- recall 2/3/4/5/6/8 multiplication and division facts for multiplication tables - use place value, known and derived facts to multiply and divide mentally, including: * multiplying by 0 and 1 * multiply two-digit and three-digit numbers by a one-digit number	- recognise and show, using diagrams, families of common equivalent fractions - recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten. - find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths - solve simple measure and money problems involving fractions	- estimate, compare and calculate different measures, including money in pounds and pence - read, write and convert time between analogue and digital 12 and 24-hour clocks	- compare and classify geometric shapes, including quadrilaterals based on their properties and sizes - identify lines of symmetry in 2-D shapes presented in different orientations	describe movements between positions as translations of a given unit to the left/right and up/down
Milestone 3	read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.	- add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate - Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. - Interpret and present discrete and continuous data using appropriate graphical	- multiplication and division facts for multiplication tables up to 12×12 - 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 - recognise and use factor pairs and commutativity in mental calculations - multiply two-digit and three-digit numbers by a one-digit number using formal written layout	- count up and down in hundredths - recognise and write decimal equivalents of any number of tenths or hundredths - identifying the value of the digits in the answer as ones, tenths and hundredths - compare numbers with the same number of decimal places up to two decimal places - recognise and write decimal equivalents to $\frac{1}{2}$; $\frac{1}{4}$; $\frac{3}{4}$ - find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths	- solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days. - Estimate, compare and calculate different measures, including money in pounds and pence	- compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes - identify acute and obtuse angles and compare and order angles up to two right angles by size 4G–1 Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant.	- plot specified points and draw sides to complete a given polygon 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.

			• 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 <i>four</i>-digit numbers, and compose and decompose <i>four</i>-digit numbers using standard and non-standard partitioning • 4NPV–3 Reason about the location of any <i>four</i>-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. • 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.	• Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs • Estimate and use inverse operations to check answers to a calculation • 4NF–3 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100)	• solve problems involving multiplying and adding, including using the distributive law to multiply two- digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects. • • 4NF–1 Recall multiplication and division facts up to 12x 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–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 • 4MD–3 Understand and apply the distributive property of multiplication	• solve simple measure and money problems involving fractions and decimals to two decimal places. • 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.		• 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.	
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