MATHS MTP

Year 4

RtP objectives are in red – these are to be the priority and covered first before N.C objectives

RtP Objectives in green are objectives that can be linked from another area. (For example, place value that can be revisited in addition and subtraction.)

RtP objectives in purple are areas that are not covered in the year group's RtP guidance so we have shown the previous year group's objectives.

Black objectives are objectives that are from the national curriculum.

The following RtP objectives are covered daily:

4NF-1 Recall multiplication and division facts up to 12 x 12, and recognise products in multiplication tables as multiples of the corresponding number. Practised in multiplication booklet.

4NF-2 Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, for example: 74 ÷ 9 = 8 r 2 and interpret remainders appropriately according to the context. Practised in 10 a day.

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 Practised in 10 a day.

4F-3 Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers. Practised in 10 a day.

TERM 1:1	Week 1. Week 2. Week 3. Week 4 and Week 5 Place Value	Week 6. Week 7 and Week 8 Addition and subtraction
Week 1 = 2 days of x tables (8 weeks)	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 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. 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.	Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate Estimate and use inverse operations to check answers to a calculation Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.

	Count in multiples of 6, 7, 9, 25 and 1000 Find 1000 more or less than a given number Count backwards through zero to include negative numbers Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) Order and compare numbers beyond 1000 Identify, represent and estimate numbers using different representations Round any number to the nearest 10, 100 or 1000 Solve number and practical problems that involve all of the above and with increasingly large positive numbers 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.	
TERM 1:2	**Week 9, Week 10 and Week 11** **Area, Length and Perimeter**	**Week 13, Week 14 and 15** **Multiplication and Division**
(7 weeks) Week 1 = 2 days of x tables 1 day of an arithmetic test. 1 week of NFER Tests	Convert between different units of measure [for example, kilometre to metre; hour to minute] Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres Find the area of rectilinear shapes by counting squares	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. (Recognise and use factor pairs) 4MD-3 Understand and apply the distributive property of multiplication. Recall 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

		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.
TERM 2:1	Fractions Week 16, Week 17, Week 18, Week 19 and Week 20	
(5 weeks) Week 1 = 2 days of x tables	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, for example: 7/5 + 4/5 = 11/5 3 7/8-2/8= 3 5/8 7 2/5 + 4/ 5 = 8 1/5 8 1/5 – 4/5= 7 2/5 Recognise and show, using diagrams, families of common equivalent fractions Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number Add and subtract fractions with the same denominator 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	

TERM 2:2	**Week 21, Week 22, Week 24 and Week 25** **Decimals**		
(5 weeks) Week 1 = 2 days of x tables 1 week of NFER Tests	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 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 Solve simple measure and money problems involving fractions and decimals to two decimal place		
TERM 3:1	Shape Week 26 Week 27 and Week 28	Money Week 29 and Week 30	Multiplication and Division Week 31 and 32
Week 1 = 2 days of x tables (7 weeks)	4G-1 Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant. 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.	Solve simple money problems involving fractions and decimals to two decimal places.	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. (Recognise and use factor pairs) 4MD-3 Understand and apply the distributive property of multiplication.

	identify acute and obtuse angles and compare and order angles up to 2 right angles by size		Recall 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 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.
TERM 3:2	Statistics Week 33	Position and Direction Week 34 and 35	Week 36, Week 37 and Week 38

(7 weeks) Week 1 = 2 days of x tables 1 week of NFER Tests 1 week of Transition week	Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.	Describe positions on a 2-D 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 a given polygon.	Read, write and convert time between analogue and digital 12- and 24-hour clocks Solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days