

Y4 Maths Statements

Place Value

- count in multiples of 6, 7, 9, 25 and 1000 (A1) (A4)
- find 1000 more or less than a given number (A1)
- count backwards through zero to include negative numbers (A1) (A4)
- recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) (A1)
- order and compare numbers beyond 1000 (A1)
- identify, represent and estimate numbers using different representations (A1)
- round any number to the nearest 10, 100 or 1000 (A1)
- solve number and practical problems that involve all of the above and with increasingly large positive numbers (A1)
- 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. (A1)

Addition and Subtraction

- add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate (A2)
- estimate and use inverse operations to check answers to a calculation (A2)
- solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. (A2)

Geometry

- compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes (Su5)
- identify acute and obtuse angles and compare and order angles up to two right angles by size (Su5)
- identify lines of symmetry in 2-D shapes presented in different orientations (Su5)
- complete a simple symmetric figure with respect to a specific line of symmetry. (Su5)
- describe positions on a 2-D grid as coordinates in the first quadrant (Su6)
- describe movements between positions as translations of a given unit to the left/right and up/down (Su6)
- plot specified points and draw sides to complete a given polygon. (Su6)

Multiplication and Division

- recall multiplication and division facts for multiplication tables up to 12×12 (A4) (Sp1)
- 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 (A4) (Sp1)
- recognise and use factor pairs and commutativity in mental calculations (A4) (Sp1)
- multiply two-digit and three-digit numbers by a one-digit number using formal written layout (Sp1)
- 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. (Sp1)

Measurement

- Convert between different units of measure [for example, kilometre to metre; hour to minute] (A3) (Sp2) (Su3)
- measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres (A3) (Sp2)
- find the area of rectilinear shapes by counting squares (A3) (Sp2)
- estimate, compare and calculate different measures, including money in pounds and pence (Su2)
- read, write and convert time between analogue and digital 12- and 24-hour clocks (Su3)
- solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days. (Su3)

FDP

- recognise and show, using diagrams, families of common equivalent fractions (sp3)
- count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. (Sp3)
- 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 (Sp3)
- add and subtract fractions with the same denominator (Sp3)
- recognise and write decimal equivalents of any number of tenths or hundredths (Sp4) (Su1)
- recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ (Sp4) (Su1)
- 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 (Sp4)
- round decimals with one decimal place to the nearest whole number (Su1)
- compare numbers with the same number of decimal places up to two decimal places (Su1)
- solve simple measure and money problems involving fractions and decimals to two decimal places. (Sp3) (Sp4) (Su1)

Statistics

- interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. (Su4)
- solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs. (Su4)