

**Westfields Junior School
Year 4 Maths Objectives**

Number - Place Value	Number - Addition and Subtraction	Number - Multiplication and Division	Number - Fractions
<ul style="list-style-type: none"> • count in multiples of 25 and 1,000 • count in multiples of 6 • count in multiples of 7 • count in multiples of 9 • find 1,000 more or less than a given number • count backwards through 0 to include negative numbers • recognise the place value of each digit in a four-digit number (1,000s, 100s, 10s, and 1s) • order and compare numbers beyond 1,000 • identify, represent and estimate numbers using different representations • round any number to the nearest 10, 100 or 1,000 • 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 0 and place value 	<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • 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 • use place value, known and derived facts to multiply and divide mentally, including dividing by 1 • use place value, known and derived facts to multiply and divide mentally, including multiplying together 3 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 1 digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects 	<ul style="list-style-type: none"> • 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 100 and dividing tenths by 10 • 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 • solve simple measure and money problems involving fractions

Number - Decimals	Measurement - Money	Measurement - Time	Measurement Length and Perimeter
<ul style="list-style-type: none"> • recognise and write decimal equivalents of any number of tenths or hundreds • recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ • 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 • round decimals with 1 decimal place to the nearest whole number • compare numbers with the same number of decimal places up to 2 decimal places • solve simple measure and money problems involving decimals to 2 decimal places 	<ul style="list-style-type: none"> • estimate, compare and calculate different measures, including money in pounds and pence 	<ul style="list-style-type: none"> • convert between different units of measure [for example, hour to minute] • 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 	<ul style="list-style-type: none"> • convert between different units of measure [for example, kilometre to metre] • measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
Measurement - Area	Geometry: Properties of Shape	Geometry: Position and Direction	Statistics
<ul style="list-style-type: none"> • find the area of rectilinear shapes by counting squares 	<ul style="list-style-type: none"> • 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 2 right angles by size • identify lines of symmetry in 2-D shapes presented in different orientations • complete a simple symmetric figure with respect to a specific line of symmetry 	<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • 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