Staniland Academy Long Term Map - Year 4 Maths (2024/2025)

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14	Week 15	Week 16	Week 17
Autumn	**Number:** Place Value					**Number:** Addition and Subtraction		Half Term	Half Term	**Measure:** Length and Perimeter and area			**Number:** Multiplication and Division (Week 16 – 3 days)				
Spring	**Number:** Multiplication and Division			**Number:** Fractions			Half Term	**Number:** Fractions		**Number:** Decimals				*End of term Easter*	*End of term Easter*		
Summer	**Measure:** Money		**Measure:** Time		**Geometry:** Properties of [Shape		Half term	**Geometry:** Position and Direction		Statistics		Consolidation - see non-negotiables			*End of term Summer*	*End of term Summer*	

Number and Place Value	AU	SP	SU	Fractions and Decimals (continued)	AU	SP	SU
• Count in multiples of 6, 7, 9, 25 and 1000				• Recognise and write decimal equivalents to one quarter, one half and three quarters.			
• Find 1000 more or less than a given number				• 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			
• Count backwards through zero to include negative numbers				• Round decimals with one decimal place to the nearest whole number			
• Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)				• Compare numbers with the same number of decimal places up to two decimal places			
• Order and compare numbers beyond 1000				• Solve simple measure and money problems involving fractions and decimals to two decimal places.			
• Identify, represent and estimate numbers using different representations				**Measures**			
• Round any number to the nearest 10, 100 or 1000				• Convert between different units of measure [for example, kilometre to metre; hour to minute]			
• Solve number and practical problems that involve all of the above and with increasingly large positive numbers				• Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres			
• Read Roman numerals to 100 and know that over time, the numeral system changed to inc the concept of zero and place value.				• Find the area of rectilinear shapes by counting squares			
Addition and Subtraction				• Estimate, compare and calculate different measures, including money in pounds and pence			
• Add and subtract numbers with up to 4 digits using the formal written methods of columnar + and - where appropriate				• Read, write and convert time between analogue and digital 12- and 24-hour clocks			
• Estimate and use inverse operations to check answers to a calculation				• Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.			
• Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.				**Properties of Shape**			
Multiplication and Division				• Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes			
• Recall multiplication and division facts for multiplication tables up to 12 × 12				• Identify acute and obtuse angles and compare and order angles up to two right angles by size			
• 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				• Identify lines of symmetry in 2-D shapes presented in different orientations			
• Recognise and use factor pairs and commutativity in mental calculations				• Complete a simple symmetric figure with respect to a specific line of symmetry			
• Multiply two-digit and three-digit numbers by a one-digit number using formal written layout				**Position and Direction**			
• 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.				• Describe positions on a 2-D grid as coordinates in the first quadrant			
Fractions and Decimals				• Describe movements between positions as translations of a given unit to the left/right and up/down			
• Recognise and show, using diagrams, families of common equivalent fractions				• Plot specified points and draw sides to complete a given polygon.			
• Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.				**Statistics**			
• 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				• Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.			
• Add and subtract fractions with the same denominator				• Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs			
• Recognise and write decimal equivalents of any number of tenths or hundredths							

*N.B. – These are **suggested** time frames; if you need to, please spend longer on a block, objectives must be embedded. Consolidation of any learning should focus on place value, the four operations and fractions (inc. decimals and percentages for the older children). Blocks taught should be revisited each term through Cold Maths, lesson starters and when links are made between mathematical concepts e.g. measure and place value. These are curriculum objectives and what you should be teaching from.*

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