

The Piggott School: Charvil Primary



'Go and do Likewise' Luke 10:25, -37 The Parable of the Good Samaritan
We live with love and compassion, seeking help in times of need

Curriculum Map: Maths Year 4

	Autumn	Spring	Summer
Content Declarative Knowledge 'I know'	<u>KIRFS</u> *Know number bonds to 100 *Know the multiplication and division facts for the 6 times table <u>Main Content</u> <ol style="list-style-type: none"> Place Value Addition and Subtraction Area Multiplication and Division A 	<u>KIRFS</u> *Know the multiplication and division facts for 9 and 11 times table *Recognise decimal equivalents of fractions <u>Main Content</u> <ol style="list-style-type: none"> Multiplication and Division B Length and Perimeter Fractions Decimals A 	<u>KIRFS</u> *Know the multiplication and division facts for the 7 times table *Multiply and divide single digit numbers by 10 and 100. <u>Main Content</u> <ol style="list-style-type: none"> Decimals B Money Time Shape Statistics Position and Direction
Skills Procedural Knowledge 'I know how to'	**For mapping of skills by unit please see whole school national curriculum/procedural knowledge mapping overview here ** <u>Place Value</u> *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 <u>Addition and Subtraction</u>		

- *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

Multiplication and Division

- *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

Fractions, decimals and percentages

- *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
- *recognise and write decimal equivalents of any number of tenths or hundredths
- *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 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 places

Measurement

- *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
- 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
- *solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days

Geometry

- *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
- 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

	*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 Statistics *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		
Vocabulary	Vocabulary mapped by White Rose Maths scheme here		
Key Questions	Key questions and sentence stems planned for individual small steps of teaching by White Rose Maths scheme		
Assessment	Teacher assessment on Insight every term which is triangulated by the use of PUMA paper for Year 4 three times annually Multiplication Tables Screening Check Peer and self-assessment opportunities Option to use White Rose End of Block assessments at teacher's discretion		
Cross Curricular Links/Character Education	Social skills developed through verbal reasoning and oracy throughout. Spiritual development developed through engaging children with in depth thinking and problem solving.		
	DT – measuring – making food-to-go product	Geography – economic activity DT – measuring making pencil case Computing – data logging Music – length and value of notes – musical notation whole class recorder lessons	Art and Design – shape Roman mosaics Computing – repetition in shapes