

## **MATHS MEDIUM TERM PLAN**

### **Year 4 Term 3**

#### **Mental & Oral Starter Objectives**

##### Number, Place Value and Rounding

- 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.
- Round any number to the nearest 10, 100 or 1000.
- 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.

##### Addition & Subtraction

- Estimate and use inverse operations to check answers to a calculation.

##### Multiplication & Division

- Recall multiplication and division facts for multiplication tables up to  $12 \times 12$ .

##### Fractions

- Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.
- 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.

##### Measure

- Convert between different units of measure. [for example, kilometre to metre; hour to minute]
- Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days

<u>Week 1 &amp; 2</u>	<u>Week 3 &amp; 4</u>	<u>Week 5 &amp; 6</u>	<u>Week 7</u>	<u>Week 8</u>	<u>Week 9</u>	<u>Week 10 &amp; 11</u>	<u>Week 12 &amp; 13</u>	<u>Week 14</u>
1.Number, Place Value and Rounding	2.Addition & Subtraction	3.Multiplication & Division	4.Fractions	5.Properties of shapes	6.Position, direction & movement	7.Measures	8.Statistics	Assess& Review
<ul style="list-style-type: none"> <li>Count in multiples of 6, 7, 9, 25 and 1000.</li> <li>Find 1000 more or less than a given number.</li> <li>Count backwards through zero to include negative numbers.</li> <li>Round any number to the nearest 10, 100 or 1000.</li> <li>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.</li> <li>Recognise the place value of each digit in a four-digit number. (thousands, hundreds,</li> </ul>	<ul style="list-style-type: none"> <li>Estimate and use inverse operations to check answers to a calculation.</li> <li>Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.</li> <li>Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why</li> </ul>	<ul style="list-style-type: none"> <li>Recall multiplication and division facts for multiplication tables up to 12 × 12.</li> <li>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.</li> <li>Recognise and use factor pairs and commutativity in mental calculations.</li> <li>Multiply two-digit and three-digit numbers by a one-digit number using formal written layout.</li> <li>Solve problems involving multiplying and adding, including using the</li> </ul>	<ul style="list-style-type: none"> <li>Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.</li> <li>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.</li> <li>Round decimals with one decimal place to the nearest whole number.</li> <li>Compare numbers with the same number of decimal places up to two decimal places.</li> <li>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.</li> </ul>	<ul style="list-style-type: none"> <li>Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.</li> <li>Identify acute and obtuse angles and compare and order angles up to two right angles by size.</li> <li>Identify lines of symmetry in 2-D shapes presented in different orientations.</li> <li>Complete a simple symmetric figure with respect to a specific line of symmetry</li> </ul>	<ul style="list-style-type: none"> <li>Describe positions on a 2-D grid as coordinates in the first quadrant.</li> <li>Describe movements between positions as translations of a given unit to the left/right and up/down.</li> <li>Plot specified points and draw sides to complete a given polygon.</li> </ul>	<ul style="list-style-type: none"> <li>Convert between different units of measure. [for example, kilometre to metre; hour to minute]</li> <li>Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days</li> </ul>	<ul style="list-style-type: none"> <li>Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</li> <li>Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.</li> </ul>	

<p>tens, and ones)</p> <ul style="list-style-type: none"> <li>• Order and compare numbers beyond 1000.</li> <li>• Identify, represent and estimate numbers using different representations.</li> <li>• Solve number and practical problems that involve all of the above and with increasingly large positive numbers.</li> </ul>		<p>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</p>	<ul style="list-style-type: none"> <li>• Add and subtract fractions with the same denominator.</li> <li>• Recognise and write decimal equivalents of and number of tenths or hundredths.</li> <li>• Recognise and write decimal equivalents to , ,</li> <li>• Solve simple measure and money problems involving fractions and decimals to two decimal places.</li> </ul>					
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