Year 4 Maths Curriculum.

In Year 4, we recap key information from the Year 3 curriculum before covering the following: -

PLACE VALUE
Know that 10 hundreds are equivalent to 1 thousand and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100 ie 6800 = 60 hundreds + 8 hundreds=68 hundreds.
Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using standard and nonstandard partitioning.
Place and identify any four digit number on a number line, including identifying the previous and next multiple of 1,000 and 100, and rounding to the nearest of each (and explain reasoning for decisions)
Represent and explain how the multiplicative nature of the number system includes decimal numbers (up to two decimal places) in different contexts.

ADDITION & SUBTRACTION
Apply place-value knowledge to known additive number facts (scaling facts by 100) ie understanding how 7 +8 relates to 700 +800
Represent and explain addition and subtraction problems involving four-digit numbers in different contexts (including extracting information from graphs, charts, tables and measuring scales).
Solve problems by taking account of the numbers involved, appropriately choosing mental or column methods explaining and justifying solutions.

MULTIPLICATION & DIVISION
Recall multiplication and division facts up to 12x12 and recognise products in multiplication tables as multiples of the corresponding number
Apply place-value knowledge to known multiplicative number facts (scaling facts by 100) ie understanding how 2x3 relates to 200 x 3
Multiply and divide whole numbers by 10 and 100 (whole number quotients); understand this as equivalent to making a number 10 or 100 x the size.
Solve division problems, with two-digit dividends and one-digit divisors that involve remainders, and interpret remainders appropriately for the context.
Understand inverse of multiplication and division equations
Understand and apply the commutative property of multiplication.
Understand and apply the distributive property of multiplication

FRACTIONS
Place and identify non-unit fractions and mixed numbers on a number line, explaining and justifying their decisions.
Convert mixed numbers to improper fractions and vice versa
Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers

MEASURE
Divide 1000 into 2, 4, 5 and 10 equal parts and read scales/number lines marked in multiples of 1,000 with 2, 4, 5 and 10 equal parts.
Read, write and convert time between analogue and digital 12- and 24-hour clocks

GEOMETRY
Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant.
Identify regular polygons, including equilateral triangles and squares, as those in which the side-lengths are equal and the angles are equal. Find the perimeter of regular and irregular polygons
Identify line symmetry in 2D shapes presented in different orientations.
Reflect shapes in a line of symmetry and complete a symmetric figure or pattern with respect to a specified line of symmetry.