# Bloxham Yearly Overview Year 4

| Term 1 | |
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| **Strand** | **Key Learning** |
| Mental addition and subtraction | • find pairs with a total of 100<br>• add to the next multiple of 100 and subtract to the previous multiple of 100<br>• subtract by counting up to find a difference<br>• adding several numbers |
| Number and place value Mental addition and subtraction | • read, write 4-digit numbers and know what each digit represents<br>• compare 4-digit numbers using < and > and place on a number line<br>• add 2-digit numbers mentally<br>• subtract 2-digit and 3-digit numbers |
| Mental multiplication and division Fractions, ratio and proportion | • learn × and ÷ facts for the 6 and 9x tables and identify patterns<br>• multiply multiples of 10 by 1-digit numbers<br>• multiply 2-digit numbers by 1-digit numbers (the grid method)<br>• find fractions of amounts |
| Mental addition and subtraction | • add two 3-digit numbers using column addition<br>• subtract a 3-digit number from a 3-digit number using an expanded column method (decomposing only in one column) |

| Term 2 | |
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| **Strand** | **Key Learning** |
| Mental multiplication and division Fractions: ratio and proportion | • double 3-digit numbers and halve even 3-digit numbers<br>• revise unit fractions<br>• identify equivalent fractions<br>• reduce a fraction to its simplest form<br>• count in fractions (each fraction in its simplest form |
| Fractions: ratio and proportion Written addition and subtraction | • look at place value in decimals and the relationship between tenths and decimals<br>• add two 4-digit numbers<br>• practise written and mental addition methods<br>• use vertical addition to investigate patterns |
| Number and place value Mental addition and subtraction | • round 4-digit numbers to the nearest: 10, 100 and 1000<br>• subtract 3-digit numbers using the expanded written version and the counting up mental strategy and decide which to use |
| Number and place value Written addition and subtraction | • use the grid method to multiply 3-digit by 1-digit numbers and introduce the vertical algorithm<br>• begin to estimate products<br>• divide numbers (up to 2 digits) by 1-digit numbers with no remainder, then with a remainder |

| Term 3 | |
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| Strand | Key learning |
| Number and place value<br>Mental addition and subtraction | • place 4-digit numbers on landmarked lines<br>• round 4-digit numbers to the nearest 10, 100 and 1000<br>• mentally add and subtract to/from 4-digit and 3-digit numbers<br>• count on and back in multiples of 10, 100 and 1000<br>• count on in multiples of 25 and 50<br>• add and subtract multiples of 10 and 100 to/from 4-digit number |
| Written addition and subtraction<br>Mental multiplication and division<br>Measurement | • use expanded and compact written subtraction to subtract pairs of 3-digit numbers (one 'exchange')<br>• use expanded and compact column subtraction to subtract pairs of 3-digit and 2-digit numbers from 3-digit numbers -one 'carry'<br>• learn the 7x table and 'tricky' facts<br>• use the vertical algorithm to multiply 3-digit by 1-digit numbers<br>• solve simple money problems to two decimal places |
| Mental multiplication and division<br>Fractions, ratio and proportion | • use mental multiplication and division strategies<br>• find non-unit fractions of 2-digit and 3-digit numbers<br>• find equivalent fractions and use them to simplify fractions (halves, thirds, quarters) |
| Mental multiplication & division<br>Mental addition and subtraction<br>Measurement | • understand how to divide 2-digit and 3-digit numbers by 1-digit numbers using place value and mental strategies<br>• divide numbers by 1-digit numbers to give answers between 10 and 25, with remainders<br>• identify factor pairs and use these to solve multiplications and divisions with larger numbers<br>• use Frog to find complements to multiples of 1000<br>• use Frog to find change from £10, £20 and £50 |

| Term 4 | |
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| Strand | Key learning |
| Fractions: ratio and proportion<br>Mental addition and subtraction<br>Measurement<br>Fractions, ratio and proportion | • recognise, use, compare and order decimal numbers<br>• understand place value in decimal numbers<br>• recognise that decimals are tenths<br>• round decimals numbers to the nearest whole number<br>• divide 2-digit numbers by 10 to get decimal numbers<br>• multiply decimal numbers by 10 to get 2-digit numbers<br>• divide 3-digit multiples of ten by 100 to get decimal numbers<br>• multiply decimal numbers by 100 to get 3-digit multiples of ten<br>• add four digit numbers using written method |
| Written addition and subtraction<br>Measurement | • add amounts of money using written methods and mentally<br>• choose to add using the appropriate strategy<br>• subtract, choosing appropriate mental strategies<br>• solve subtractions using a suitable written method |
| Number and place value<br>Mental addition and subtraction | • understand place value in 4-digit numbers<br>• partition 4-digit numbers<br>• solve subtraction of 4-digit numbers (decomposition)<br>• choose an appropriate method to solve subtractions |
| Written mult & division<br>Written addition and subtraction | • use the vertical algorithm to multiply 3-digit numbers by 1-digit numbers - explore patterns<br>• use mental strategies and tables facts to divide 2-digit and 3-digit numbers by 1-digit numbers<br>• solve word problems |

| Term 5 | |
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| Strand | Key learning |
| Number and place value | • read, write and compare 4-digit numbers, writing numbers in between and placing them on a line<br>• find 1000 more or less than any given number<br>• read, write and compare 5-digit numbers<br>• recognise what each digit represents in a 5-digit number<br>• read, use and compare negative numbers |
| Decimals, percentages and their equivalence to fractions | • multiply and divide numbers by 10 and 100 including decimals (tenths and hundredths)<br>• read and write decimals (to 1 and 2 places), understanding that these represent parts (tenths and hundredths) of numbers<br>• mark one and two place decimals on a line<br>• count in tenths (0.1s) and hundredths (0.01s)<br>• say the number one tenth (0.1) and one hundredth (0.01) more or less than a given number<br>• round decimal numbers to the nearest whole number |
| Multiplication and division<br>Number and place value<br>Fractions | • learn 11 and 12x tables<br>• develop and use effective mental multiplication strategies<br>• use a vertical written method to multiply 3-digit numbers by 1-digit numbers<br>• use rounding to estimate answers<br>• use a written method to multiply 3-digit numbers, including amounts of money by 1-digit numbers<br>• multiply 2-digit and 3-digit numbers by 1-digit numbers<br>• understand how division 'undoes' multiplication and vice versa<br>• divide above the tables facts using multiples of ten |
| Fractions, ratio and proportion<br>Decimals, percentages and their equivalence to fractions | • understand, read and write two place decimals<br>• compare two place decimals in the context of lengths<br>• add and subtract 0.1 and 0.01<br>• say a number one tenth (0.1) and one hundredth (0.01) more or less than a given number<br>• revise equivalent fractions<br>• write fractions with different denominators with a total of 1<br>• recognise decimal and fraction equivalents |
| Term 6 | |
| Strand | Key learning |
| Number and place value<br>Mental addition and subtraction<br>Multiplication and division<br>Fractions | • mentally add a 2-digit number to a 2-, 3- or 4-digit number<br>• subtract 2-, 3-, and 4-digit numbers using counting up (Frog)<br>• derive factors of 2-digit numbers<br>• use factors and doubling to solve multiplication mentally<br>• solve division using mental strategies<br>• understand division is multiplication with holes, i.e. 3 × ? = 12 therefore 12 ÷ 3 = ?<br>• understand that division and multiplication are inverse operations<br>• solve word problems, including 2-step problems, choosing an appropriate method<br>• |
| Addition and subtraction<br>Fractions | • solve written addition of two 4-digit numbers<br>• add amounts of money (pounds and pence) using column addition<br>• solve 4-digit subtractions using written column method (decomposition) or counting up (Frog)<br>• solve 4-digit – 3-digit subtractions using written column method (decomposition)<br>• check subtraction using addition<br>• solve word problems choosing an appropriate method |
| Number and place value<br>Multiplication and division<br>Fractions | • use the vertical algorithm (ladder) to multiply 3-digit numbers by 1-digit numbers<br>• find non-unit fraction of amounts, using 'chunking'<br>• add fractions with like denominators, including totals greater than 1<br>• divide by 10 and 100 (to give answers with 1 and 2 decimal places) |
| Mental multiplication and division<br>Mental addition and subtraction<br>Fractions | • multiply 2-digit numbers by 11 and 12<br>• look for patterns and write rules<br>• multiply 2-digit numbers by numbers between 10 and 20 using the grid method<br>• begin to use the grid method to multiply pairs of 2-digit numbers<br>• use mental strategies and tables facts to divide 2-digit and 3-digit numbers by 1-digit numbers to give answers between 20 and 50, with and without remainders<br>• find non-unit fractions of amounts |

| Themed strands that are linked to other subjects | |
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| Measurement | • tell and write the time to the minute on analogue and digital clocks<br>• calculate time intervals<br>• measure in metres, centimetres and millimetres<br>• convert lengths between units<br>• record using decimal notation |
| Measurement<br>Statistics | • convert multiples of 100g into kilograms<br>• convert multiples of 100ml into litres<br>• read scales to the nearest 100ml<br>• estimate capacities<br>• draw bar charts, record and interpret information |
| Shape | • recognise and compare acute, right and obtuse angles<br>• draw lines of a given length<br>• identify perpendicular and parallel lines<br>• recognise and draw line symmetry in shapes<br>• sort 2D shapes according to their properties<br>• draw shapes with given properties<br>• draw the other half of symmetrical shapes |
| Measurement | • tell the time on a 24 hour clock, using am and pm correctly<br>• convert pm times to 24 hour clock and vice versa<br>• use 24 hour clock in calculating intervals of time<br>• measure and calculate perimeters of rectilinear shapes where each side is labelled in cm and m<br>• find missing lengths in rectilinear composite shapes<br>• find the perimeters of rectilinear shapes with some lengths not marked<br>• convert from one unit of length to another<br>• solve word problems involving lengths including those involving perimeters |
| Shape | • recognise and write Roman numerals to 100<br>• begin to know the history of our number system including zero<br>• calculate area and perimeter of rectangles and simple rectilinear shapes using addition and multiplication<br>• recognise, name and classify 2D shapes identifying polygons, regular and irregular<br>• sort 2D and 3D shapes according to properties including types of quadrilaterals and triangles<br>• revise 3D shapes<br>• look at 2D shaped sides on 3D shapes |
| Position and direction<br>Statistics | • use co-ordinates to draw polygons<br>• find the co-ordinates of shapes after translation<br>• draw and interpret bar charts and pictograms<br>• draw line graphs and understand that intermediate points have meaning |