

Year 4 Mathematics Targets

Number and Place Value	Number – Addition & Subtraction	Number - Multiplication and Division	Number – Fractions (including decimals)	
<ul style="list-style-type: none"> ⊖ 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 0 and place value. 	<ul style="list-style-type: none"> ⊖ 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. 	<ul style="list-style-type: none"> ⊖ 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 commutatively 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. 	<ul style="list-style-type: none"> ⊖ 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 $1/4$, $1/2$, $3/4$; ⊖ 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	Geometry – Properties of shapes	Geometry - Position and Direction	Statistics	
<ul style="list-style-type: none"> ⊖ 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. 	<ul style="list-style-type: none"> ⊖ 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. 	<ul style="list-style-type: none"> ⊖ 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. 	<ul style="list-style-type: none"> ⊖ 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. 	

