

P1

count in multiples of 6, 7, 9, 25 and 1000



P2

find 1000 more or less than a given number



P3

negative numbers: count backwards beyond zero



P4

identify place value in a 4-digit number: *thousands, hundreds, tens, units*



P5

order and compare numbers beyond 1000



P6

find, write and estimate numbers in different formats, including measures



P7

round any number to the nearest 10, 100 or 1000



P8

solve practical problems, using negative numbers and place value skills



P9

read Roman numerals from 1 to 100; compare with the modern number system



Y4 Maths: Addition & subtraction



AS1 use **columns** to add and subtract 4 digit numbers



AS2 estimate and use **inverse** operations to check answers



AS3 **solve** two-step addition and subtraction problems in context



Y4 Maths: Multiplication & division



MD1 know **division facts** for all times tables up to 12×12



MD2 **mental maths:** use place value and maths facts to multiply and divide



MD3 **mental maths:** use factor pairs and commutativity to solve problems



MD4 multiply units by two-digit and three-digit numbers using **formal written** layout



MD5 **solve** multiplication, addition, scaling and correspondence problems; use distributive law



F1

count up and down in **hundredths**; recognise a hundredth as 1 divided by 100

F2

solve problems that involve using challenging fractions to **calculate quantities**

F3

use diagrams to find families of **equivalent fractions**

F4

add and **subtract** fractions with the same denominator

F5

convert any number of tenths or hundredths into **decimals**

F6

recognise and write **decimal equivalents** to $\frac{1}{4}$ $\frac{1}{2}$ $\frac{3}{4}$ 

F7

find the **effect** of **dividing** 1-digit or 2-digit number by 10 and 100

F8

round tenths to the nearest whole number

F9

compare decimal numbers with no more than two decimal places

F10

solve measure and money problems, involving fractions and decimals to 2 decimal places

M1

convert units of measure, *e.g. kilometre to metre; hour to minute*

M2

calculate the **perimeter** of a rectilinear (straight-edged) shapes in cm and M

M3

find the **area** of rectilinear shapes by counting squares

M4



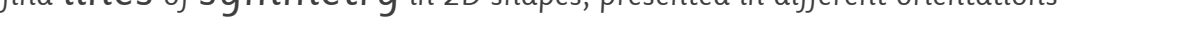




estimate, compare and calculate **different measures**, including £ and p


M5

convert **time** between analogue and digital 12-hour and 24-hour clocks

M6

convert hours to minutes, minutes to seconds, year to months, weeks to days;
solve problems involving this skill

G1	<p>classify geometric shapes, based on their properties and sizes</p> 
G2	<p>identify acute and obtuse angles; order angles - up to 2 right angles - by size</p> 
G3	<p>find lines of symmetry in 2D shapes, presented in different orientations</p> 
G4	<p>complete a symmetric figure</p> 
G5	<p>describe positions as coordinates in the first quadrant</p> 
G6	<p>describe translations (movements between positions) using left, right, up, down</p> 
G7	<p>plot points and draw sides to complete a polygon</p> 

S1	<p>read and present data using bar charts and time graphs</p> 
S2	<p>solve comparison, sum and difference problems based on data</p> 