

# Maths Assessment – Year 4

*Terms to be looked at cumulatively for judgements (Autumn Term look at Autumn term only, Spring term look at Autumn and Spring terms etc)*

*Pupils who are judged as ‘working at expected standard’ will have demonstrated a secure understanding in the majority of objectives for the term.*

Autumn Term	Spring Term	Summer Term
<b>Number and Place Value</b>	<b>Measure</b>	<b>Fractions and Decimals</b>
<ul style="list-style-type: none"> <li>count in multiples of 6, 7, 9</li> <li>find 1000 more or less than a given number</li> <li>recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)</li> <li>identify, represent and estimate numbers using different representations</li> <li>order and compare numbers beyond 1000</li> <li>solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> <li>order and compare numbers beyond 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> </ul>	<ul style="list-style-type: none"> <li>measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</li> </ul>	<ul style="list-style-type: none"> <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> <li>add and subtract fractions with the same denominator</li> <li>recognise and show, using diagrams, families of common equivalent fractions</li> </ul>
	<b>Multiplication and Division</b>	<b>Measure</b>
	<ul style="list-style-type: none"> <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 distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as which n objects are connected to m objects</li> </ul>	<ul style="list-style-type: none"> <li>estimate, compare and calculate different measures, including money in pounds and pence</li> <li>convert between different units of measure [e.g. kilometre to metre; hour to minute]</li> <li>find the area of rectilinear shapes by counting squares</li> </ul>
<b>Addition and Subtraction</b>	<b>Fractions and Decimals</b>	<b>Number and Place Value</b>
<ul style="list-style-type: none"> <li>add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate</li> <li>estimate and use inverse operations to check answers to a calculation</li> </ul>	<ul style="list-style-type: none"> <li>count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten</li> <li>recognise and write decimal equivalents of any number of tenths or hundredths</li> <li>compare numbers with the same number of decimal places up to two decimal places</li> <li>solve simple measure and money problems involving fractions and decimals to two decimal places.</li> <li>round decimals with one decimal place to the nearest whole number</li> <li>recognise and write decimal equivalents to <math>\frac{1}{4}</math>; <math>\frac{1}{2}</math>; <math>\frac{3}{4}</math></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> </ul>	<ul style="list-style-type: none"> <li>count backwards through zero to include negative numbers.</li> <li>Count in multiples of 25 and 1000,</li> <li>Round any number to the nearest 10, 100 or 1000</li> </ul>
<b>Statistics</b>		<b>Addition and Subtraction</b>
<ul style="list-style-type: none"> <li>solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.</li> <li>interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs</li> </ul>		<ul style="list-style-type: none"> <li>solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.</li> </ul>
<b>Multiplication and Division</b>		<b>Geometry</b>
<ul style="list-style-type: none"> <li>recall multiplication and division facts for multiplication tables up to 12 x 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> </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> <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>
<b>Measure: Time</b>		
<ul style="list-style-type: none"> <li>read, write and convert time between analogue and digital 12 and 24-hour clocks</li> <li>solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days</li> </ul>		