

Year 4 - Long Term Maths Plan (Spiral Curriculum including small steps coverage)

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Autumn 1	Core Value Week	Place Value (Steps 1-13)			Addition and Subtraction (Steps 1-10)		
Autumn 2 Assessment Term	Multiplication and Division A (Steps 1-13)			Fractions (Data Lock Week 5)		Shapes	Measurement: Area (Steps 1 -4)
Spring 1	Core Value Week	Place Value (Steps 14-17)	Fractions		Multiplication and Division B		Place Value (Consolidation)
Spring 2 Assessment Term	Shapes	Length and Perimeter	Fractions (Data Lock Week 3)	Multiplication and Division (Consolidation)	Addition and subtraction	Half term (2 weeks)	
Summer 1	Core Value Week	Decimals A		Money	Time	Geometry (Consolidation)	(1 week) Half Term
Summer 2 Assessment Term	Position and Direction	Statistics	Fractions (Consolidation)	Decimals B (Data Lock)		Money	Time

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Number and Place Value					
4NPV-1 Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100;		4NPV-1 Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100;			
To identify and work out how many 100s there are in other four-digit multiples of 100.		To identify and work out how many 100s there are in other four-digit multiples of 100.			
4NPV-3 Reason about the location of any four-digit number in the linear number system, including identifying the previous and next multiple of 1,000 and 100.		4NPV-3 Reason about the location of any four-digit number in the linear number system, including identifying the previous and next multiple of 1,000 and 100.			
Rounding whole numbers to the nearest 10, 100 and 1,000		Rounding whole numbers to the nearest 10, 100 and 1,000			
4NPV-2 Recognise the place value of each digit in four-digit numbers and compose and decompose four-digit numbers using standard and nonstandard partitioning.		4NPV-2 Recognise the place value of each digit in four-digit numbers and compose and decompose four-digit numbers using standard and nonstandard partitioning.			
4NPV-4 Divide 1,000 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.		4NPV-4 Divide 1,000 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.			4NPV-4 Divide 1,000 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. (Statistics)

(Place Value - Number Line) (Multiplication and Division)		(Place Value - Number Line) (Multiplication and Division)			
Number facts					
	4NF-1 Recall multiplication and division facts up to 12×12 , and recognise products in multiplication tables as multiples of the corresponding number.		4NF-1 Recall multiplication and division facts up to 12×12 , and recognise products in multiplication tables as multiples of the corresponding number.		
	4NF-3 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100)		4NF-3 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100)		
		NF-2 Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, and interpret remainders appropriately according to the context.		NF-2 Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, and interpret remainders appropriately according to the context.	
Multiplication and Division					
	4MD-1 Multiply and divide whole numbers by 10 and 100 (keeping to whole number quotients); understand this as equivalent to making a number 10 or 100 times the size.	4MD-1 Multiply and divide whole numbers by 10 and 100 (keeping to whole number quotients); understand this as equivalent to making a number 10 or 100 times the size.			
	4MD-2 Manipulate multiplication and division equations, and understand	4MD-2 Manipulate multiplication and division equations, and understand			

	and apply the commutative property of multiplication.	and apply the commutative property of multiplication.			
		4MD-3 Understand and apply the distributive property of multiplication.	4MD-3 Understand and apply the distributive property of multiplication.		
Fractions					
	4F-1 Reason about the location of mixed numbers in the linear number system.		4F-1 Reason about the location of mixed numbers in the linear number system.		
	4F-2 Convert mixed numbers to improper fractions and vice versa.	4F-2 Convert mixed numbers to improper fractions and vice versa.			
		4F-3 Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers.	4F-3 Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers.		
Geometry					
				4G-1 Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant.	4G-1 Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant - (Position and Direction)
	4G-2 Identify regular polygons, including equilateral triangles and squares, as those in which the side-lengths are equal and the angles are equal.		4G-2 Identify regular polygons, including equilateral triangles and squares, as those in which the side-lengths are equal and the angles are equal. (Length and Perimeter)		

			(Properties of Shapes)		
	4G-3Identify 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.		4G-3Identify 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.		
			4G-4 Find the perimeter of regular and irregular polygons.	4G-4 Find the perimeter of regular and irregular polygons.	
	At the assessment point up to 11 stars available		At the assessment point up to 32 stars available		At the assessment point up to 38 stars available

