## 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)		

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

	and apply the commutative	and apply the commutative				
	property of multiplication	property of multiplication				
	property of manipusation.	property of manipheattern				
		4MD-3 Understand and apply	4MD-3 Understand and			
		the distributive property of	apply the distributive			
		multiplication	property of multiplication			
		mamplearion.	property of multiplication.			
Fractions						
					1	
	4F-1 Reason about the		4F-1 Reason about the			
	location of mixed numbers in		location of mixed numbers			
	the linear number system.		in the linear number			
			system.			
			-			
	4E-2 Convert mixed numbers	4E-2 Convert mixed numbers				
	to improper tractions and	to improper tractions and				
	vice versa.	vice versa.				
		4E-3 Add and subtract	4E-3 Add and subtract			
		H-5 Add and subtract	H-5 Add and submach			
		improper and mixed fractions	improper and mixed			
		with the same denominator.	fractions with the same			
		including bridging whole	denominator including			
		including bridging whole	denominator, including			
		numbers.	bridging whole numbers.			
Geometry						
				4G-1 Draw polyaons specified	4G-1 Draw polygons	
				by coordinates in the first	specified by coordinates in	
				guadrant, and translate within	the first guadrant, and	
				the first supdrant	translate within the first	
				the first quadrant.	translate within the first	
					quadrant - (Position and	
					Direction)	
	AG 2 Identify needlen		AG 2 Identify negular			
	40-2 Identity regular		40-2 Identity regular			
	polygons, including equilateral		polygons, including			
	trianales and squares as		equilateral triangles and			
	Those in which the side-		squares, as those in which			
	lengths are equal and the		the side-lengths are equal			
	anales are equal		and the anales are equal			
	ungios une equilit.		dha hie 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