

Maths

Summer 1 and 2

Year 4

Unit 11. Decimals (2) (7 Lessons)

Number - fractions (including decimals)

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 $\frac{1}{4}$; $\frac{1}{2}$; $\frac{3}{4}$

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

Unit 12. Money (9 Lessons)

Number - fractions (including decimals)

solve simple measure and money problems involving fractions and decimals to two decimal places

Measurement

estimate, compare and calculate different measures, including money in pounds and pence

Unit 13. Time (5 Lessons)

Measurement

convert between different units of measure [for example, kilometre to metre; hour to minute]

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Unit 14. Statistics (5 Lessons)

Statistics

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

Unit 15. Geometry - angles and 2D shapes (10 Lessons)

Geometry - properties of shapes

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

Unit 16. Geometry - position and direction (6 Lessons)

Geometry - position and direction

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