



Mathematics Curriculum Map: Year 4

Mastery

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11
Autumn	Reasoning with large numbers		Addition and subtraction			Multiplication and division			Discrete and continuous data		
	<ul style="list-style-type: none"> • 4-digit place value. Read, write, represent, order and compare • Find 10, 100 or 1000 more or less • Round numbers to the nearest 10, 100 or 1000 	<ul style="list-style-type: none"> • Select appropriate strategies to add and subtract • Illustrate and explain appropriate addition and subtraction strategies including column method with regrouping 	<ul style="list-style-type: none"> • Identify and explore patterns in multiplication tables including 7 and 9 • Distributive property including multiplying three 1-digit numbers • Mental multiplication and division strategies using place value and known and derived facts • Short multiplication 	<ul style="list-style-type: none"> • Read, interpret and construct pictograms, bar charts and time graphs • Compare tables, pictograms and bar charts 							
Spring	Calculating with multiplication and division		Fractions			Time		Decimals		Area and perimeter	
	<ul style="list-style-type: none"> • Division using partitioning • Short division 	<ul style="list-style-type: none"> • Explore different interpretations and representations of fractions • Equivalent fractions • Represent fractions greater than one as mixed number and improper fractions • Add and subtract fractions with the same denominator including fractions greater than one 	<ul style="list-style-type: none"> • Analogue to digital, 12-hour and 24-hour • Convert between units of time 	<ul style="list-style-type: none"> • Decimal equivalents to tenths, quarters and halves • Compare and order numbers with same number of decimal places • Multiply and divide by 10 and 100 including decimals 	<ul style="list-style-type: none"> • Perimeter of rectangles and rectilinear shapes • Area of rectangles and rectilinear shapes • Investigate area and perimeter 						
Summer	Solving measures and money problems		Shape and symmetry			Position and direction		Reasoning with pattern and sequences		3-D shape	
	<ul style="list-style-type: none"> • Convert units of measure • Select appropriate units to measure • Use strategies to investigate problems: trial and improvement, organising using lists and tables, working systematically 	<ul style="list-style-type: none"> • Classify, compare and order angles • Compare and classify 2-D shapes • Identify lines of symmetry 	<ul style="list-style-type: none"> • Describe and plot using coordinates • Describe translations 	<ul style="list-style-type: none"> • Roman numerals up to 100 • Place value of other number systems • Number sequences and patterns 	<ul style="list-style-type: none"> • Use understanding of 3-D shapes • Identify 3-D shapes from 2-D representations 						



The Dimensions of Depth - Conceptual Understanding, Language and Communication and Mathematical Thinking - underpin all aspects of the curriculum; problem solving is at the heart and is embedded in all units.