

## ST. JOHN BOSCO RC PRIMARY SCHOOL

| Long Term Plan                           |   |   | Maths   |   |   | Year Group: 4   |
|--|---|---|---|---|---|---|
|  | Autumn Term   |   | Spring Term   |   | Summer Term   |   |
|  | 1st Half  | 2 <sup>nd</sup> Half  | 1st Half  | 2nd Half  | 1st Half  | 2nd Half  |
| Number and Place Value                   | Number and Place Value (4 weeks)  To represent numbers to 1000  To recognise 100s, 10s and 1s  To use a number line to 1000  To round to the nearest 10  To round to the nearest 100  To count in 1000s  To use partitioning  To use a number line to 10,000  To find 1, 10, 100 more or less  To calculate 1,000 more or less  To compare numbers  To order numbers  To round to the nearest 1,000  To count in 25s  To use negative numbers  To recognise Roman ls to 100 | Place value concepts will continue to be a focus in the remaining terms as part of memory jogger and daily maths meetings   | Place value concepts will continue to be a focus in the remaining terms as part of memory jogger and daily maths meetings | <ul> <li>Decimals (3 weeks)</li> <li>To recognise tenths and hundredths</li> <li>To calculate tenths as decimals</li> <li>To represent tenths on a place value grid</li> <li>To place tenths on a number line</li> <li>To divide 1-digit by 10</li> <li>To divide 2-digits by 10</li> <li>To recognise hundredths</li> <li>To calculate hundredths as decimals</li> <li>To represent hundredths on a place value grid</li> <li>To divide 1 or 2-digits by 10</li> </ul> | <ul> <li>Decimals (2 weeks)</li> <li>To recall and use bonds to 10 and 100</li> <li>To make a whole</li> <li>To write decimals</li> <li>To compare decimals</li> <li>To order decimals</li> <li>To round decimals</li> <li>To find halves and quarters</li> </ul> | Place value concepts will continue to be a focus in the remaining terms as part of memory jogger and daily maths meetings |
| Addition and Subtraction  Multiplication | Addition and Subtraction (3 weeks) To add and subtract 1s, 10s, 100's and 1000s To add two 3-digit numbers- not crossing 10   | <ul> <li>Multiplication and Division (3 weeks)</li> <li>To multiply by 10</li> <li>To multiply by 100</li> </ul>  | Multiplication and Division (3 weeks)  To recall the 11 and 12 times-table To multiply 3                                  | Number: Fractions (2 weeks)  To find equivalent fractions  To find and describe   | Number: Fractions (3 weeks)  To make a whole To recognise tenths To count in tenths To recognise tenths as  |   |
| and Division Fractions                   | or 100  To add two 4-digit numbers – no exchange To add 3-digit numbers – crossing 10 or 100  | <ul> <li>To divide by 10</li> <li>To divide by 100</li> <li>To multiply by 1 and 0</li> <li>To divide by 1 and itself</li> <li>To multiply and divide by 3</li> </ul> | numbers     To find factor pairs     To use efficient multiplication     To use written                                   | <ul> <li>fractions greater than 1</li> <li>To count in fractions</li> <li>To add fractions</li> <li>To add 2 or more fraction</li> </ul>  | <ul> <li>To recognise tenths as decimals</li> <li>To place fractions on a number line</li> <li>To find fractions- set of objects</li> </ul>   |   |

|                                   | <ul> <li>To add two 4-digit numbers – one exchange</li> <li>To add two 4-digit numbers- more than one exchange</li> <li>Subtract a 3-digit number from a 3-digit number-no exchange</li> <li>Subtract two 4-digit numbers- no exchange</li> <li>To subtract a 3-digit number from a 3-digit number from a 3-digit number- exchange</li> <li>To subtract two 4-digit numbers- one exchange</li> <li>To subtract two 4-digit numbers- one exchange</li> <li>To subtract two 4-digit numbers- more than one exchange</li> <li>To use efficient subtraction</li> <li>To estimate answers</li> <li>To use checking strategies</li> </ul> | <ul> <li>To recall the 3 times-table</li> <li>To multiply and divide by 6</li> <li>To recall and use the 6 times-table and division facts</li> <li>To multiply and divide by 9</li> <li>To recall and use the 9 times-table and division facts</li> <li>To multiply and divide by 7</li> <li>To recall and use the 7 times-table and division facts</li> </ul> | methods To multiply 2-digits by 1-digit To multiply 3-digits by 1-digit To divide 2-digits by 1-digit To recognise unit and non-unit fractions To explain what a fraction is To recognise tenths To count in tenths | <ul> <li>To find equivalent fractions</li> <li>To compare fractions</li> <li>To order fractions]to add fractions</li> <li>To subtract fractions</li> </ul>  |  |
|-----------------------------------|---|--|---|---|--|
| Geometry  Measurement  Statistics |   | Measurement: Length and Perimeter (2 weeks)  To find equivalent lengthsm and cm To find equivalent lengthsmm and cm To use kilometres To add lengths To subtract lengths To measure perimeter To calculate perimeter on a grid. To find the perimeter of a rectangle To find the perimeter of rectilinear shapes   | Measurement: Area (1 week)  To find out what area is To find area by counting squares To make shapes To compare area  | Measurement: Money (2 weeks)  To recognise and use pounds and pence To order money To estimate money To convert pounds and pence To add money To subtract money To find change To use the four operations with money  Measurement: Time (2 weeks) To tell the time to five minutes To tell the time to the minute | turns and angles  To identify right angles in shapes  To compare angles  To identify angles  To compare and order angles  To recognise and describe 2-D shapes  To identify triangles  To identify quadrilaterals  To identify horizontal and vertical |

|  |  |  |  |  | <ul> <li>To use a.m. and p.m.</li> <li>To use hours, minutes and seconds</li> <li>To recognise years, months, weeks and days</li> <li>To convert analogue to digital- 12 hour</li> <li>To convert analogue to digital – 24 hour</li> <li>Statistics (1 week)</li> <li>To interpret charts</li> <li>To make comparisons and find the sum and difference</li> <li>To construct and interpret line graphs</li> </ul> | <ul> <li>To describe position</li> <li>To draw position on a grid</li> <li>To move on a grid</li> <li>To describe movement on a grid</li> </ul> |
|--|--|--|--|--|---|---|
|--|--|--|--|--|---|---|