Name:	Year group joined/date:
SEND/EI	PP: Yes/No

MATHS

	Year 4 Expected	Year 4 Greater Depth
Number	Read, write compare and order numbers beyond 1000 in numerals and words Read Roman numerals to 100 and understand how they have changed through time	Read, write compare and order numbers beyond 1000 in numerals and words in context – dates; measures;
	Count in multiples of 6, 7, 9, 25 and 1000 from zero forwards and backwards counting through negative numbers	Count at speed in multiples of 6, 7, 9, 25 and 1000 from zero forwards and backwards counting through negative numbers
	Recognise the value of any digit in a 4 digit number	
	Solve practical two-step problems using increasingly large positive numbers	
	Round any number to nearest 10, 100 and 1000	Use rounding to reason and solve problems
Calculations	Apply the column method using carrying and exchanging to complex problems involving 4 digits. Solve two step problems. (17)	Find missing numbers in addition and subtraction calculations using the column method, involving 4 digits.
	Estimate answers to addition and subtraction problems using 4 digits.(17.1)	
	Recall multiplication and division facts up to 12 X 12 x and ÷ to record. Recognising factor pairs.	Reason about multiplication and division fact up to 12 x 12 to solve prolems
	Double and halve any 2 digit number mentally	
	Use formal written methods for 3digit X 1digit	Find missing numbers from a multiplication calculation 3 digit by 1 digit
	Solve problems using distributive law e.g. 39 X 7 = 30 X 7 + 9 X 7. Be able to use knowledge to multiply and divide mentally.	
	Recognise multiples of 2, 5, 10 up to 1000	Reasoning about multiples o 2, 5, 10 up to 1000. e.g. Can you make any multiple of 50 using multiples of 2 and 5?
	Recognise squared (^{2}) notation	Use squared (^{2}) notation in context: area of shapes
Fractions	Count up and down in hundredths. Recognise and write decimal equivalents of any number with 10ths and 100ths	Reason about counting up and down in hundredths – missing numbers in a small section of a number square (not starting new line every multiple of 10)
	Solve fractional problems involving non-unit fractions	
	Recognise and show equivalent fractions. Recognise and write decimal equivalents of any number with $\frac{1}{4}$ $\frac{1}{2}$ and $\frac{3}{4}$	Solve problems that include both decimals and fractions.

	Round decimals with 1 dp to the nearest whole number. Compare numbers with the same number of decimal places up to 2 dp including using money.	Identify the largest and smallest numbers to 1 dp that could be rounded to a given whole number
	Divide 1 digit by 10 or 2 digit numbers by 100	
Measurement	Convert units of measurements e.g. km to m or hours to minutes	
	Read, write and convert analogue and digital time (both 12hr and 24hr)	
	Solve problems involving conversions e.g. years to months	
	Measure and calculate the perimeter and area of any rectilinear shape counting squares	To create rectilinear shapes for given perimeters or areas
Geometry	Compare and classify shapes based on properties and sizes	
	Identify acute and obtuse angles and compare and order angles up to 2 right angles.	Draw acute and obtuse angles and compare
	Describe positions on a 2D grid as coordinates in the first quadrant and plot specified points. Describe movements between positions e.g. left/right/up/down	
	Identify lines of symmetry in 2D shapes in different orientations	Complete symmetrical shapes in different orientations when shown either half or a quarter of the shape.
	Complete a simple symmetrical figure using a specific line of symmetry	
Statistics	Interpret and present discrete and continuous data choosing appropriate graphical methods	
	Solve comparisons, sum and difference problems using information presented in charts	To independently make observations and comparisons using information presented in charts.
Position and direction	Describe any position on a 2D grid as coordinates in the first quadrant	
	Describe movements between positions within the first quadrant e.g. left/right/up/down	
	Plot specified points and join them to draw a polygon	Use coordinates in the first quadrant and direction commands, to give instructions to draw shapes.