Maths 2025-26

Year 4

Autumn Week:	1	2	3	4	5	6	7	8	Half Term	9	10	11	12	13	14	15
	Daily Fluency, calculation and retrieval practice Flash Back Four – Early work															
Concept:	**Place Value** ● Represent numbers to 1,000 Partition numbers to 1,000 Number line to 1,000 Thousands ● Represent numbers to 10,000 ● Partition numbers to 10,000 ● Flexible partitioning of numbers to 10,000 ● Find 1, 10, 100, 1,000 more or less ● Number line to 10,000 ● Estimate on a number line to 10,000 ● Compare numbers to 10,000 Order numbers to 10,000				**Addition & Subtraction** ● Add and subtract 1s, 10s, 100s and 1,000s ● Add up to two 4-digit numbers – no exchange ● Add two 4-digit numbers – one exchange ● Add two 4-digit numbers – more than one exchange ● Subtract two 4-digit numbers – no exchange ● Subtract two 4-digit numbers – one exchange ● Subtract two 4-digit numbers – more than one exchange ● Efficient subtraction					**Multiplication & Division** ● Factor pairs ● Use factor pairs ● Multiply by 10 ● Multiply by 100 ● Divide by 10 ● Divide by 100 ● Related facts – multiplication and division ● Informal written methods for multiplication ● Multiply a 2-digit number by a 1-digit number ● Multiply a 3-digit number by a 1-digit number ● Divide a 2-digit number by a 1-digit number (1) ● Divide a 2-digit number by a 1-digit number (2) ● Divide a 3-digit number by a 1-digit number ● Correspondence problems ● Efficient multiplication						●

	• Roman numerals • Round to the nearest 10 Round to the nearest 100 • Round to the nearest 1,000 • Round to the nearest 10, 100 or 1,000				
Representation:	Place value counters Place value charts PPW models Bar Models Base Ten	Bar Models PPW Models Place Value Counters Number lines		Number lines Bead strings Numicon Dienes Rods Counters	

Spring Week:	1	2	3	4	5	6	Half Term	7	8	9	10	11	12	
	Daily Fluency, calculation and retrieval practice Flash Back Four – Early work													
Concept:	**Multiplication & Division** • 11 times-table and division facts • 12 times-table and division facts • Multiply by 1 and 0 • Divide a number by 1 and itself • Multiply three numbers				**Area** • What is area? • Count squares • Make shapes	**Measurement – Length & Perimeter** • Measure in kilometres and metres • Equivalent lengths (kilometres and metres) • Perimeter on a grid		**Measurement – Length & Perimeter**	**Fractions** • Understand the whole • Count beyond 1 • Partition a mixed number • Number lines with mixed numbers • Compare and order mixed numbers • Understand improper fractions				**Decimals** • Tenths as fractions • Tenths as decimals • Tenths on a place value chart • Tenths on a number line • Divide a 1-digit number by 10 • Divide a 2-digit number by 10		

		• Compare areas	• Perimeter of a rectangle • Perimeter of rectilinear shapes • Find missing lengths in rectilinear shapes • Calculate perimeter of rectilinear shapes • Perimeter of regular polygons			• Convert mixed numbers to improper fractions • Convert improper fractions to mixed numbers	• Hundredths as fractions • Hundredths as decimals
Representations:			Rulers Meter rulers Trundle wheels			Bar Models	

Summer Week:	1	2	3	4	5	Half Term	6	7	8	9	10	11	12
	Daily Fluency, calculation and retrieval practice Flash Back Four – Early work												
Concept:	**Decimals** • Make a whole with tenths • Make a whole with hundredths		**Money** • Write money using decimals • Convert between pounds and pence		**Time**		**Time** • Years, months, weeks and days • Hours, minutes	**Statistics** • Interpret charts • Comparison, sum and difference	**Position & Direction** • Describe position using coordinates • Plot coordinates			**Shape** • Understand angles as turns • Identify angles	

	• Partition decimals • Flexibly partition decimals • Compare decimals • Order decimals • Round to the nearest whole number • Halves and quarters as decimals	• Compare amounts of money • Estimate with money • Calculate with money • Solve problems with money			and seconds • Convert between analogue and digital times • Convert to the 24-hour clock • Convert from the 24-hour clock	• Interpret line graphs • Draw line graphs	• Draw 2-D shapes on a grid • Translate on a grid • Describe translation on a grid	• Compare and order angles • Triangles • Quadrilaterals • Polygons • Lines of symmetry • Complete a symmetric figure
Representation:	Number lines Place Value counters Place Value charts	Money			Clocks Number Lines			2D & 3D Shapes