## **Year 4 Maths Programme of Study**

I can read Roman numerals to 100 (I to C) and understand how the numeral system changed.			I can solve simple measure and money problems involving fractions and decimals to two decimal places.			woodstock
I can solve number and practical problems using place value.		I can solve problems involving multiplying and dividing.	I can compare numbers with the same number of decimal places.		I can plot specified points and draw sides to complete a given polygon.	CE PRIMARY SCHOOL
I can round any number to the nearest 10, 100 or 1000.	I can solve mental calculations with increasingly large numbers.	I can multiply three-digit numbers by a one-digit number.	I can round decimals with 1 decimal place to the nearest whole number.		I can translate shapes.	
I can identify, represent and estimate numbers.	I can solve two-step subtraction problems deciding which operations and methods to use and why.	I can multiply two-digit numbers by a one-digit number.	I can find the effect of ÷ a number by 10 and 100 and identify the value of the digits in the answer.	I can solve problems involving converting from hours to minutes: minutes to seconds; years to months and weeks to days.	I can describe position on a 2D grid as co-ordinates in the first quadrant.	I use a range of scales when interpreting and presenting data.
I can order and compare numbers beyond 1000.	I can solve two-step addition problems deciding which operations and methods to use and why.	I can recognise and use factor pairs in mental calculations.	I can recognise and write decimal equivalents to 1/4, 1/2, 3/4.	I can read, write and convert time between analogue and digital 12 and 24-hour clocks.	I can complete a simple symmetric figure with respect to a specific line of symmetry.	I can solve 'difference' problems using information presented in bar charts, pictograms, tables and simple line graphs.
I can recognise the place value of each digit in a 4-digit number.	I can use inverses to check answers to calculations.	I can multiply together three numbers.	I can recognise and write decimal equivalents of any number of 10ths or 100ths.	I can estimate, compare and calculate different measures, including money in pounds and pence.	I can identify lines of symmetry in 2-D shapes presented in different orientations.	I can solve 'sum' problems using information presented in bar charts, pictograms, tables and simple line graphs.
I can count backwards through zero to include negative numbers.	I can estimate to check answers to calculations.	I can use place value, known and derived facts to divide mentally.	I can add and subtract fractions with the same denominator.	I can find the area of rectilinear shapes by counting.	I can compare and order angles up to two right angles by size.	I can solve 'comparison' problems using information presented in bar charts, pictograms, tables and simple line graphs.
I can find 100 more or less than a given number.	I can subtract numbers with up to 4 digits using efficient written methods.	I can use place value, known and derived facts to multiply mentally.	I can identify, name and write equivalent fractions of a given fraction.	I can measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres.	I can identify acute and obtuse angles.	I can interpret and present data using line graphs.
I can count in multiples of 6, 7, 9, 25 and 1000.	I can add numbers with up to 4 digits using efficient written methods.	I can recall X and ÷ facts for multiplication tables up to 12X12.	I can count up and down in 100ths and recognise that 100ths arise when dividing an object by 100 and dividing 10ths by 10.	I can convert between different units of measure (e.g. Kilometre to metre; hour to minute).	I can compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.	I can interpret and present data using bar charts.
NUMBER, PLACE VALUE & ROUNDING	ADDITION & SUBTRACTION	MULTIPLICATION & DIVISION	FRACTIONS & DECIMALS	MEASURES	GEOMETRY	DATA