

**Grange Primary School**  
**Year 4 Maths Curriculum Coverage**

**Autumn**

**Chapter 1 – Numbers to 10 000**

- To count in hundreds and twenty-fives.
- To count in thousands.
- To count in thousands, hundreds, tens and ones.
- To use an understanding of place value to count.
- To understand place value in a 4 digit number.
- To compare and order numbers.
- To compare and order 4 digit numbers.
- To make number patterns (100, 10, 1 more and less).
- To make number patterns (4 digit numbers).
- To count in sixes, sevens and nines.
- To round numbers to the nearest 1000.
- To round numbers to the nearest 10, 100 and 1000.
- To round numbers to estimate.
- To round numbers to estimate.
- Mind Workout - To understand negative numbers.

**Chapter 2 – Addition and Subtraction Within 10 000**

- To find totals and sums.
- To add without renaming.
- To add with renaming (in the ones column).
- To add with renaming (in tens and ones).
- To add with renaming (in hundreds, tens and ones).
- To add using mental strategies (making tens, hundreds and thousands).
- To add using mental strategies.
- To find the difference.
- To subtract without renaming (column subtraction).
- To subtract with renaming (in tens and ones).
- To subtract with renaming (in hundreds, tens, ones).
- To subtract with renaming (in hundreds, tens and ones)
- To subtract with renaming.
- To subtract using mental strategies.
- To solve addition and subtraction word problems.
- To solve word problems (addition and subtraction).
- To solve multi-step word problems.
- Mind workout. To subtract two 4-digit numbers

**Chapter 3 – Multiplication and Division**

- To multiply and divide by 6.
- To multiply and divide by 7.
- To multiply and divide by 9.
- To multiply by 9 (relational understanding).
- To multiply and divide by 11.
- To multiply and divide by 11.
- To multiply and divide by 12.
- To divide with remainders.
- To solve word problems involving multiplication and division.
- Solve problems involving multiplication and division.
- Solve multi-step problems (in the context of measures).
- Solve problems involving multiplication and division (all possibilities).
- Solve problems involving multiplication and division (multi step).
- Solve problems involving multiplication and division (scaling/comparison).
- Mind Workout: To calculate all the possibilities (multiplication).

**Chapter 4 – Further Multiplication and Division**

- To multiply by 0 and 1.
- To divide by 1.

To understand commutativity.  
To multiply three numbers.  
To multiply with multiples of 10.  
To multiply 2-digit numbers.  
To multiply 2-digit numbers with renaming.  
To multiply multiples of 100.  
To multiply 3-digit numbers.  
To multiply 3-digit numbers (renaming).  
To multiply 3-digit numbers.  
To divide 2-digit numbers.  
To divide 3-digit numbers.  
Divide 2-digit numbers with remainders.  
Divide 3-digit numbers.  
Divide 3-digit numbers with remainders.  
To solve multiplication and division word problems.  
To solve multiplication and division word problems (multistep).  
Mind Workout - Use knowledge of x and division to solve problems.

## **Spring**

### **Chapter 5 – Graphs**

To draw and read picture graphs and bar graphs.  
To draw and read bar graphs.  
To draw and read line graphs.  
To draw and read a line graph.  
To draw and read line graphs (drawing focus).  
Mind Workout - To draw a line graph.

### **Chapter 6 – Fractions**

To count in hundredths.  
To write mixed number fractions.  
To show mixed number fractions on a number line.  
To find equivalent fractions.  
To find equivalent fractions (further practice).  
To simplify mixed number fractions.  
To simplify improper fractions.  
To add fractions.  
To add fractions (recording as a mixed number).  
To add fractions (simplest form).  
To subtract fractions.  
To subtract fractions (equivalence).  
To solve word problems.  
Mind workout - Solve problems with fractions.

### **Chapter 7 – Time**

To tell the time on a 24-hour clock.  
To convert between minutes and seconds.  
To convert between hours and minutes.  
To solve time problems.  
To convert between units of time.  
To solve word problems (duration).  
To calculate duration.

### **Chapter 8 – Decimals**

To record tenths.  
To record in tenths.  
To record in tenths (in different ways).  
To write hundredths.  
To write hundredths.  
To write hundredths (in different ways).  
To record hundredths.

To write decimal numbers.  
To compare and order decimal numbers.  
To compare and order decimals.  
To create number sequences.  
To round decimals.  
To write fractions as decimals  
To divide whole numbers by 10.  
To divide whole numbers by 100.

#### **Chapter 9 – Money**

To record amounts of money.  
To record amounts of money.  
To compare totals.  
To round to the nearest pound (whole number).  
To solve money problems (addition and subtraction).  
To solve money problems (multiplication).  
To solve money problems (comparison).  
To estimate amounts.

### **Summer**

#### **Chapter 10 – Mass, Volume and Length**

To measure mass.  
To measure mass.  
To convert units of mass.  
To measure volume.  
To measure volume.  
To convert units of volume.  
To measure height.  
To measure length.  
To convert units of length.  
To convert units of length.  
To measure perimeter in cm and mm.  
To solve problems in measurement (reading scales).

#### **Chapter 11 – Area of Figures**

To find area (by measuring surface coverage).  
To measure area.  
To measure area (counting squares).  
To measure area (counting squares and half squares).  
To measure area (using multiplication).  
To measure area (shapes in different orientations).

#### **Chapter 12 – Geometry**

To identify types of angles.  
To compare angles.  
To classify triangles.  
To classify quadrilaterals.  
To identify symmetrical figures.  
To draw lines of symmetry.  
To draw symmetrical figures.  
To make symmetrical figures.  
To complete symmetrical figures.  
To sort shapes.

#### **Chapter 13 – Position and Movement**

To describe position.  
To describe position.  
To plot coordinates.  
To describe movements.  
To describe movements (coordinates).

#### **Chapter 14 – Roman Numerals**

To write Roman numerals (to 20).

To write Roman numerals to 100.