

# Year 4 Pathway Autumn

Autumn	Number <b>Place value</b>	Number <b>Addition and subtraction</b>	Measurement <b>Area</b>	Number <b>Multiplication and division A</b>

## Place Value



Read and write numbers up to 1,000 in numerals and words (Y3)

Identify, represent and estimate numbers using different representations

Recognise the place value of each digit in a 3-digit number (hundreds, tens, ones) (Y3)

Count in multiples of 6, 7, 9, 25 and 1,000

Recognise the place value of each digit in a 4-digit number (thousands, hundreds, tens and ones)

Find 1,000 more or less than a given number

Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value

Assessment:

Test:

## Area



Find the area of rectilinear shapes by counting squares

Assessment:

Test:

## Addition and subtraction



## Addition and Subtraction

Add and subtract numbers with up to four digits using the formal written methods of columnar addition and subtraction where appropriate

Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why

Estimate and use inverse operations to check answers to a calculation

Assessment:

Test:

## Multiplication and Division A



Recall multiplication and division facts for multiplication tables up to  $12 \times 12$

Recognise and use factor pairs and commutativity in mental calculations

Count in multiples of 6, 7, 9, 25 and 1,000

Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers

Assessment:

Test:

Number and Place value	Multiplication and division	Measure	Position and direction	Shape	Fractions	Data/Statistics
Tenths, hundredths, decimal places	Multiplication facts (up to $12 \times 12$ )	Convert	Co-ordinates	Quadrilaterals	Equivalent decimals and fractions	Continuous data
Round (to nearest)	Division facts		Translation	Triangles		Line graph
Thousand more, thousand less	Inverse		Quadrant	Right angle		
Negative integers	Derive		X axis	Acute and obtuse angles		
Count through zero			Y axis			
Roman Numerals (I to C)			Perimeter and area			