



Y4 Maths Long Term Plan

	Week 1	Week	Week	Week	Week	Week 6	Week	Week 8	Week 9	Week	Week	Week
		2	3	4	5		7			10	11	12
Autumn (T1 and T2)	Number: Place Number: Addition and Subtract Value				Subtraction	Measure: and	s: Perimeter Length	Number: Multiplication and Division			Geometry: Angles	
Spring (T3 and Y4)	Number: Place Value	All Four Operations			Fractions			Decim	Ti	me	Measurement: Money	
Summer (T5 and T6)	Number: Place Value	er: Measurement: Geon e Area Shap e Symr		netry: e and netry	Statistics		Assessment Week: Optional SATs	Themed Maths Week	Geor Positi Dire	metry: on and ection	Measures: Perimeter and Area	





Term by Term Objectives

Year 4

Term 1 and Term 2

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Number: Place Valu	e	Number: Add	lition and Subt	raction		Measurement: Perimeter		Number: Multiplication and Division			Geometry:
						and Length					Angles
4.1.a.1 (KPI) Count i	n multiples of	4.2.a.2 Under	stand the inve	rse relationship	o between			4.2.a.1 Use the distributive law to			
1000; count backwa	rds through zero to	addition and	subtraction			4.1.4 (KPI) Co	nvert from	multiply two	digit numbers	by one digit	4.1.1
include negative nur	mbers	4.2.b.1 Menta	ally add and su	btract pairs of	three-digit	larger to sma	ller units of	4.2.a.3 Use co	ommutativity ii	n mental	Measure
4.1.a.2 Find 1000 m	ore or less than a	and four-digit	numbers			metric measu	re	calculations			angles
given number		4.2.b.2 Use ad	ddition and sub	otraction facts	to 100 and	4.2.3 Estimate	e and	4.2.a.4 Use fa	actor pairs in m	ental	using a
4.1.a.3 (KPI) Count i	n multiples of 6, 7,	derive related	l facts up to 10	00		compare diffe	erent	calculations			protractor
9 and 25		4.2.c.1 (KPI) S	olve calculatio	n problems inv	olving two-	measures, inc	luding	4.2.b.3 Use p	lace value, kno	wn and	4.3.1
4.1.b.1 Recognise th	e place value of	step addition	and subtractio	n in context, d	eciding which	money		derived facts	to multiply and	d divide	Identify
each digit in a four-o	digit number	operations to	use and why			4.2.4 Measur	e the	mentally, incl	luding: multiply	/ing by 0 and	acute and
(thousands, hundred	ds, tens, ones)	4.2.c.2 (KPI) S	olve calculatio	n problems inv	olving two-	perimeter of	a rectilinear	1; dividing by	1; multiplying	together	obtuse
4.1.b.3 Identify, rep	resent and	step addition	and subtractio	n in context, d	eciding which	figure		three numbers			angles
estimate numbers to	o 10 000 using	methods to u	se and why			4.3.5 Calculate the		4.2.c.3 Solve problems involving			4.3.2
different representa	itions	4.2.e.1 Add a	nd subtract nu	mbers with up	to 4 digits	perimeter of a rectilinear		multiplying and adding, including integer			Compare
4.1.c.1 (KPI) Order a	nd compare	using the form	nal written me	thods of colum	nar addition	figure		scaling and harder correspondence			and order
numbers beyond 10	00	and subtraction	on where appr	opriate				problems such as n objects are			angles up
4.1.d.1 Solve numbe	er and practical	4.2.f.1 Check	answers to add	dition and subt	raction			connected to m objects			to two right
problems with num	ber and place value	calculations b	y estimating a	nd using invers	e operations			4.2.d.2 (KPI) Recall multiplication and			angles by
from the Year 4 curr	iculum, with							division facts for multiplication tables up			size
increasingly large po	ositive numbers							to 12 × 12	4.3.3		
4.1.e.1 (KPI) Round	whole numbers to							4.2.e.2 Multi	nd three-digit	Continue to	
10,000 to the neares	st 10, 100 or 1000							numbers by a one-digit number using			identify
								formal writte	n layout		types of
								4.2.e.3 Divide	e two-digit and	three-digit	angles and
								numbers by a	a one-digit num	nber using	to reason
								formal written layout			about their
								4.2.f.2 Check	sizes		
								and division o			
						4.1.1 (KPI) Solve calculation prob			problems		
								involving mul	tiplying and ad	lding,	
								including inte	eger scaling and	l harder	





	correspondence problems such as n	
	objects are connected to m objects	
	4.1.2 Use the distributive law and	
	associative law to perform mental	
	calculations	

Term by Term Objectives

Year 4

Term 3 and Term 4

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Number: Place Value	Number: All Four Operations			Number: Fractions			Number: Decimals		Number: Time		Measurement:
											Money
4.1.b.2 Read Roman	4.3.2 Calculate	with different r	neasures	4.3.a.1 Make	connections b	etween	4.3.a.4 Divide	e a one- or	4.1.1 Read, write and		
numerals to 100 (I to	4.3.4 Continue t	to solve proble	ms involving	fractions of a length, of a shape and as a			two-digit numbers by 10		convert time between		4.3.d.2 Solve
C) and know that	mixed units of l	ength, mass an	d	representatio	on of one whol	e or a set of	and 100, ider	tifying the	analogue and	d digital 12-	simple
over time, the	capacity/volum	e		quantities			value of the c	ligits in the	and 24-hour	clocks	measure and
numeral system	4.2.c.1 (KPI) Sol	ve calculation p	problems	4.3.a.2 Use fa	ctors and mul	tiples to	answer as on	es, tenths	4.1.2 (KPI) Co	onvert from	money
changed to include	involving two-st	tep addition an	d	recognise equ	uivalent fractio	ns and	and hundred	ths	larger to sma	aller units of	problems
the concept of zero	subtraction in c	ontext, decidin	g which	simplify when	e appropriate		4.3.b.3 Recog	nise and	time		involving
and place value	operations to us	se and why		4.3.a.3 (KPI) (Count up and c	own in	write decimal equivalents		4.2.1 Read time from		fractions and
4.1.d.1 Solve number	4.2.c.2 (KPI) Sol	ve calculation p	problems	hundredths; recognise that hundredths			of any number of tenths		analogue and digital 12-		decimals to
and practical	involving two-st	tep addition an	d	arise when dividing an object by one			or hundredths and 1/4;		and 24-hour clocks		two decimal
problems with	subtraction in c	ontext, decidin	g which	hundred and dividing tenths by ten			1/2; 3/4		4.2.2 Write time from		places
number and place	methods to use	and why		4.3.b.1 (KPI) Recognise and show, using			4.3.c.4 (KPI) Rounds		analogue and digital 12-		4.1.3 Record
value from the Year 4	4.2.e.1 Add and	l subtract numb	pers with up	diagrams, families of common			decimals with one		and 24-hour clocks		money using
curriculum, with	to 4 digits using	the formal wri	tten	equivalent fractions			decimal place to the		4.3.1 Continue to solve		decimal
increasingly large	methods of colu	umnar addition	and	4.3.b.2 Recognise that the denominator		nearest whole number		problems relating to the		notation	
positive numbers	subtraction whe	ere appropriate	2	of a fraction a	always tells you	u the	4.3.c.5 Comp	ares	duration of e	events	4.1.4 (KPI)
	4.2.f.1 Check an	nswers to additi	ion and	number of ec	ual parts that	make one	numbers with	n the same			Convert from
	subtraction calc	culations by est	imating and	whole			number of de	cimal places			larger to
	using inverse op	perations		4.3.c.1 Contir	ue to compare	e and order	up to two dee	cimal places			smaller units
	4.2.e.2 Multiply	two-digit and	three-digit	unit fractions	, and fractions	with the					of metric
	numbers by a o	ne-digit numbe	er using	same denom	nators						measure
	formal written l	ayout		4.3.c.2 Add a	nd subtract fra	ctions with					4.2.3 Estimate
	4.2.e.3 Divide ty	wo-digit and th	ree-digit	the same der	ominator						and compare
	numbers by a o	ne-digit numbe	er using	4.3.c.3 Under	stand the relation	tion between					different
	formal written l	ayout		non-unit frac	tions and mult	iplication					measures,
				and division of	of quantities						





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4.3.d.1 Solve problems involving harder	including
fractions to calculate and divide	money
quantities, including non-unit fractions	4.3.3 Calculate
where the answer is a whole number	with money in
	pounds and
	pence

Term by Term Objectives

Year 4

Term 5 and Term 6

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Number: Place Value	Measurement: Area		Geometry: Shape and Symmetry		Statistics		Assessment Week:	Themed Maths	Geometry: F Direction	Position and	Measurement: Perimeter and
	4.2.5 Find the	area of			4.1.1 Interpret discrete		Optional	Week			Area
4.1.d.1 Solve	rectilinear sha	pes by counting	4.1.1 Complete a simple		and continuous data using		SATs		4.4.1 Describ	pe positions	
number and	squares and re	elate it to	symmetric figu	ire with	appropriate g	raphical			on a 2-D grid	d as	4.1.4 (KPI)
practical	multiplication	arrays	respect to a sp	ecific line of	methods, inclu	uding time			coordinates in the first		Convert from
problems with			symmetry		graphs	graphs			quadrant		larger to smaller
number and			4.1.2 (KPI) Identify lines of		4.2.1 Present discrete and				4.4.2 (KPI) P	lot specified	units of metric
place value			symmetry in 2-D shapes		continuous data using				points and d	raw sides to	measure
from the Year 4			presented in different		appropriate graphical				complete a given		4.2.3 Estimate
curriculum, with			orientations, including		methods, including bar				polygon		and compare
increasingly			where the line of		charts and time graphs				4.5.1 Describ	be	different
large positive			symmetry does not dissect		4.3.1 (KPI) Solve				movement b	between	measures,
numbers			the original shape		comparison, sum and				positions as	translations	including money
			4.1.3 Continue	to	difference pro	blems using			of a given ur	nit to the	4.2.4 Measure the
			recognise 3-D	shapes,	information p	resented in			left/right an	d up/down	perimeter of a
			using the corre	ect language	bar charts, pic	tograms,					rectilinear figure
			4.2.1 (KPI) Con	npare and	tables and oth	er graphs					4.2.5 Find the
			classify geome	tric shapes,	4.3.2 Begin to	solve					area of rectilinear
			including diffe	rent types of	problems invo	lving					shapes by
			quadrilaterals	and	information p	resented in					counting squares
					tables						and relate it to





triangles, based on their			multiplication
properties and sizes			arrays
4.2.2 Use the vocabulary			4.3.2 Calculate
of the different types of			with different
triangle and quadrilateral			measures
4.2.3 Continue to make			4.3.5 Calculate
and classify 3-D shapes,			the perimeter of a
including by the 2-D			rectilinear figure
shapes that form their			
surface			