

Geometry

- Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and size.
- Identify acute and obtuse angles.
- Identify lines of symmetry in a 2d shape
- Describe the position of a 2d shape as coordinates in the first quadrant.
- Describe movement between position as translations of a given unit to the left/right and up/down.
- Plot specific points and draw sides to complete a given polygon.

Data

- Interpret and present data using bar charts and continuous data using line graphs
- Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and simple line graphs.

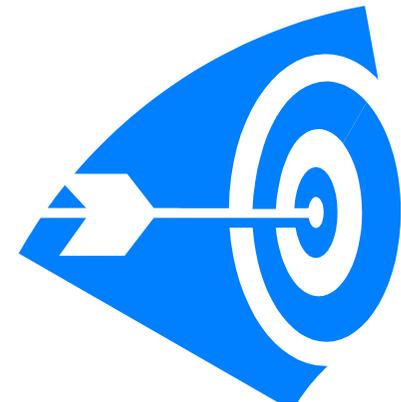
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Year 4
2014

Numeracy Targets



Ringway Primary School

Year 4 Programme of Study

Number

- Count in multiples of 6, 7, 9, 25 and 1000
- Find 1000 more or less than a given number.
- Count backwards through zero to include negative numbers.
- Round any number to the nearest 10, 100 or 1000
- Solve number problems and practical problems involving these ideas.
- Read Roman numerals to 100 (I to C) and understand how, over time, the numeral system changed to include the concept of zero and place value.

Addition & Subtraction

- ◆ Add and subtract numbers with up to 4-digits
- ◆ Use the inverse to check a calculation
- ◆ Solve addition and subtraction problems including 2 step problems, deciding on which operation to use and why.

Multiplication & Division

- ◆ Recall and use multiplication and division facts up to 12×12 .
- ◆ Multiply two-digit and three-digit numbers by a one digit number using formal written layout.

Fractions

- ◆ Count up and down in hundredths; recognise that hundredths arise from dividing objects into 10 equal parts
- ◆ Add and subtract fractions with the same denominator within one whole (eg $5/7 + 1/7 = 6/7$)
- ◆ Solve problems that involve fractions.
- ◆ Recognise and write decimals of any number of tenths or hundredths
- ◆ Round decimals with one decimal place to the nearest whole number.

Measure

- ◆ Convert between different units of measure (eg kilometre to metre; hour to minute)
- ◆ Measure the perimeter of a rectilinear figure in centimetres and metres.
- ◆ Read, write and convert time between an analogue clock and a digit clock, including 12-hour and 24-hour clock.
- ◆ Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

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