

Autumn 1		
Strand	Year 3	Year 4
Number and place value	<ul style="list-style-type: none"> • recognise the place value of each digit in a three-digit number (hundreds, tens, ones) • compare and order numbers up to 1000 • read and write numbers up to 1000 in numerals and in words • count from 0 in multiples of 4, 8, 50 and 100 • find 10 or 100 more or less than a given number; • solve number problems and practical problems involving these ideas • identify, represent and estimate numbers using different representations 	<ul style="list-style-type: none"> • recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) • order and compare numbers beyond 1000 • identify, represent and estimate numbers using different representations • find 1000 more or less than a given number • round any number to the nearest 10, 100 or 1000 • solve number and practical problems that involve all of the above and with increasingly large positive numbers
Number calculation (addition and subtraction)	<ul style="list-style-type: none"> • add and subtract numbers mentally a three-digit number and ones • add and subtract numbers mentally a three-digit number and tens • add and subtract numbers mentally a three-digit number and hundreds • add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction • estimate the answer to a calculation and use inverse operations to check answers • solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction • add and subtract amounts of money to give change, using both £ and p in practical contexts 	<ul style="list-style-type: none"> • add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate • estimate and use inverse operations to check answers to a calculation • solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why
Geometry (properties of shape)	<ul style="list-style-type: none"> • draw 2-D shapes and make 3-D shapes using modelling materials • recognise 3-D shapes in different orientations and describe them 	<ul style="list-style-type: none"> • compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes • identify lines of symmetry in 2-D shapes presented in different orientations • complete a simple symmetric figure with respect to a specific line of symmetry

Autumn 2

Strand	Year 3	Year 4
Number (multiplication and division)	<ul style="list-style-type: none"> • recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables • write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods • solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects 	<ul style="list-style-type: none"> • count in multiples of 6, 7, 9, 25 and 1000 • count backwards through zero to include negative numbers • recall multiplication and division facts for multiplication tables up to 12×12 • use place value, known and derived facts to multiply and divide mentally, including multiplying by 0 and 1; dividing by 1 • use place value, known and derived facts to multiply and divide mentally, including multiplying together three numbers • multiply two-digit and three-digit numbers by a one-digit number using formal written layout – ladder method – short multiplication • divide two-digit and three-digit numbers by a one-digit number using formal written – short division • recognise and use factor pairs and commutativity in mental calculations • solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects
Statistics (tables and graphs)	<ul style="list-style-type: none"> • interpret and present data using bar charts, pictograms and tables • solve one-step and two-step questions [for example, ‘How many more?’ and ‘How many fewer?’] using information presented in scaled bar charts and pictograms and tables 	<ul style="list-style-type: none"> • interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and line (time) graphs • solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other simple line graphs

Spring 1

Strand	Year 3	Year 4
Number	<ul style="list-style-type: none"> Revision of multiplication/ division objectives as required for fractions and decimals objectives 	<ul style="list-style-type: none"> Revision of multiplication/ division objectives as required for fractions and decimals objectives
Fractions and decimals	<ul style="list-style-type: none"> count up and down in tenths recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators recognise and show, using diagrams, equivalent fractions with small denominators add and subtract fractions with the same denominator within one whole [for example, $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$] compare and order unit fractions, and fractions with the same denominators solve problems that involve all of the above 	<ul style="list-style-type: none"> count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten recognise and write decimal equivalents of any number of tenths or hundredths recognise and write decimal equivalents to $\frac{1}{4}, \frac{1}{2}, \frac{3}{4}$ find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths round decimals with one decimal place to the nearest whole number compare numbers with the same number of decimal places up to two decimal places solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number identify, name and write equivalent fractions of a given fraction including tenths and hundredths recognise and show, using diagrams, families of common equivalent fractions add and subtract fractions with the same denominator

Spring 2

Strand	Year 3	Year 4
Measurement (money)	<ul style="list-style-type: none"> add and subtract amounts of money to give change, using both £ and p in context. problems, including missing number problems, using number facts, place value, and more complex addition and subtraction 	<ul style="list-style-type: none"> solve simple money problems involving fractions and decimals to two decimal places estimate, compare and calculate different measures, including money in pounds and pence
Measurement (measure and perimeter & area problems)	<ul style="list-style-type: none"> measure, compare, add and subtract: lengths (m/cm/mm) measure the perimeter of simple 2-D shapes 	<ul style="list-style-type: none"> estimate, compare and calculate different measures, including money in pounds and pence convert between different units of measure [for example, kilometre to metre] solve simple measure problems involving fractions and decimals to two decimal places measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres find the area of rectilinear shapes by counting squares
Geometry (angles and properties of shapes)	<ul style="list-style-type: none"> recognise angles as a property of shape or a description of a turn identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle identify horizontal and vertical lines and pairs of perpendicular and parallel lines 	<ul style="list-style-type: none"> identify acute and obtuse angles and compare and order angles up to two right angles by size compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes

Summer 1

Strand	Year 3	Year 4
Problem solving using all four operation, fractions and decimals	<ul style="list-style-type: none"> • solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction • add and subtract amounts of money to give change, using both £ and p in practical contexts • solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects • solve problems that involve all of the fraction objectives 	<ul style="list-style-type: none"> • solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why • solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects • solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number
Geometry (co-ordinates and translations)	<ul style="list-style-type: none"> • See Year 4 objectives 	<ul style="list-style-type: none"> • describe positions on a 2-D grid as coordinates in the first quadrant • describe movements between positions as translations of a given unit to the left/right and up/down • plot specified points and draw sides to complete a given polygon

Summer 2

Strand	Year 3	Year 4
Measurement (Time and measure problems)	<ul style="list-style-type: none"> • tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks • estimate and read time with increasing accuracy to the nearest minute • record and compare time in terms of seconds, minutes and hours • use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight • know the number of seconds in a minute and the number of days in each month, year and leap year • compare durations of events [for example to calculate the time taken by particular events or tasks] • measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) • solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction • continue to measure using the appropriate tools and units, progressing to using a wider range of measures, including comparing and using mixed units (for example, 1 kg and 200g) and simple equivalents of mixed units (for example, 5m = 500cm) 	<ul style="list-style-type: none"> • read, write and convert time between analogue and digital 12- and 24-hour clocks • solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days • solve simple measure and money problems involving fractions and decimals to two decimal places • convert between different units of measure [for example, km to metre, hour to minute] • estimate, compare and calculate different measures, including money in pounds and pence