

ALP Year 4 Overview of Curriculum Content

Autumn		Spring		Summer	
Ready to Progress Criteria 4NPV-1 Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100 4NPV-2 Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using standard and non-standard partitioning. 4NPV-3 Reason about the location of any four-digit number in the linear number system, including identifying the previous and next multiple of 1,000 and 100, and rounding to the nearest of each. 4NPV-4 Divide 1,000 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 1,000 with 2, 4, 5 and 10 equal parts. 4NF-1 Recall multiplication and division facts up to 12 x 12 and recognise products in multiplication tables as multiples of the corresponding number. 4NF-2 Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, and interpret remainders appropriately according to the context. 4MD-2 Manipulate multiplication and division equations, and understand and apply the commutative property of multiplication.		Ready to Progress Criteria 4NF-1 Recall multiplication and division facts up to 12 x 12 and recognise products in multiplication tables as multiples of the corresponding number. 4NF-2 Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, and interpret remainders appropriately according to the context. 4NF-3 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100). 4MD-1 Multiply and divide whole numbers by 10 and 100 (keeping to whole number quotients); understand this as equivalent to making a number 10 or 100 times the size. 4MD-3 Understand and apply the distributive property of multiplication. 4F-1 Reason about the location of mixed numbers in the linear number system. 4F-2 Convert mixed numbers to improper fractions and vice versa. 4F-3 Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers. 4G-2 Identify regular polygons, including equilateral triangles and squares, as those in which the side-lengths are equal and the angles are equal. Find the perimeter of regular and irregular polygons.		Ready to Progress Criteria 4G-1 Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant. 4G-2 Identify regular polygons, including equilateral triangles and squares, as those in which the side-lengths are equal and the angles are equal. Find the perimeter of regular and irregular polygons. 4G-3 Identify line symmetry in 2D shapes presented in different orientations. Reflect shapes in a line of symmetry and complete a symmetric figure or pattern with respect to a specified line of symmetry.	
<u>Place Value</u>		<u>Multiplication and Division A</u>		<u>Decimals B</u>	
Step 1 Represent numbers to 1,000 Step 2 Partition numbers to 1,000 Step 3 Number line to 1,000 Step 4 Thousands Step 5 Represent numbers to 10,000 Step 6 Partition numbers to 10,000 Step 7 Flexible partitioning of numbers to 10,000 Step 8 Find 1, 10, 100, 1,000 more or less	Step 9 Number line to 10,000 Step 10 Estimate on a number line to 10,000 Step 11 Compare numbers to 10,000 Step 12 Order numbers to 10,000 Step 13 Roman numerals Step 14 Round to the nearest 10 Step 15 Round to the nearest 100 Step 16 Round to the nearest 1,000 Step 17 Round to the nearest 10, 100 or 1,000	<i>All steps relate to 4NF-1 and 4NF-2</i> Step 7 Multiply and divide by 7 Step 8 7 times-table and division facts Step 9 11 times-table and division facts Step 10 12 times-table and division facts Step 11 Multiply by 1 and 0 Step 12 Divide a number by 1 and itself Step 13 Multiply three numbers		WR small steps Step 1 Make a whole with tenths Step 2 Make a whole with hundredths Step 3 Partition decimals Step 4 Flexibly partition decimals - can be omitted from the lesson sequence Step 5 Compare decimals Step 6 Order decimals Step 7 Round to the nearest whole number Step 8 Halves and quarters as decimals	
<u>Addition and Subtraction</u>		<u>Fractions</u>		<u>Money</u>	
WR small steps Step 1 Add and subtract 1s, 10s, 100s and 1,000s Step 2 Add up to two 4-digit numbers – no exchange Step 3 Add two 4-digit numbers – one exchange (Step 3/ 4 can be combined and made progressive within the lesson) Step 4 Add two 4-digit numbers – more than one exchange Step 5 Subtract two 4-digit numbers – no exchange	Step 6 Subtract two 4-digit numbers – one exchange Step 7 Subtract two 4-digit numbers – more than one exchange (Step 6/ 7 can be combined and made progressive within the lesson) Step 8 Efficient subtraction Step 9 Estimate answers Step 10 Checking strategies	Step 1 Understand the whole Step 2 Count beyond 1 Step 3 Partition a mixed number (NPV1) Step 4 Number lines with mixed numbers (NPV1) 4F-1 Step 5 Compare and order mixed numbers (NPV1) 4F-1 Step 6 Understand improper fractions Step 7 Convert mixed numbers to improper fractions 4F-2 Step 8 Convert improper fractions to mixed numbers 4F-2 Step 9 Equivalent fractions on a number line	Step 10 Equivalent fraction families Step 11 Add two or more fractions Step 13 Subtract two fractions Step 12 Add fractions and mixed numbers 4F-3 Step 14 Subtract from whole amounts 4F-3 Step 15 Subtract from mixed numbers 4F-3	WR small steps Step 1 Write money using decimals Step 2 Convert between pounds and pence Step 3 Compare amounts of money Step 4 Estimate with money Step 5 Calculate with money Step 6 Solve problems with money	
<u>Area</u>		<u>Length and Perimeter</u>		<u>Shape</u>	
WR small steps Step 1 What is area? Step 2 Count squares Step 3 Make shapes Step 4 Compare areas - can be omitted		Step 1 Measure in kilometres and metres Step 2 Equivalent lengths (kilometres and metres) Step 3 Perimeter on a grid Step 4 Perimeter of a rectangle Step 5 Perimeter of rectilinear shapes	Step 6 Find missing lengths in rectilinear shapes Step 7 Calculate perimeter of rectilinear shapes Step 8 Perimeter of regular polygons (4G-2) Step 9 Perimeter of polygons (4G-2)	Step 1 Understand angles as turns Step 2 Identify angles Step 3 Compare and order angles (4G-1) Step 4 Triangles (4G-1/ 4G 2) Step 5 Quadrilaterals - (4G 2)	Step 6 Polygons - (4G 2) Step 7 Lines of symmetry (4G-3) Step 8 Complete a symmetric figure (4G-3)
<u>Multiplication and Division A</u>		<u>Decimals A</u>		<u>Time</u>	
<i>All steps relate to 4NF-1 and 4NF-2</i> Step 1 Multiples of 3 Step 2 Multiply and divide by 6 Step 3 6 times-table and division facts Step 4 Multiply and divide by 9 Step 5 9 times-table and division facts Step 6 The 3, 6 and 9 times-tables		Step 1 Tenths as fractions Step 2 Tenths as decimals Step 3 Tenths on a place value chart Step 4 Tenths on a number line Step 5 Divide a 1-digit number by 10 Step 6 Divide a 2-digit number by 10 Step 7 Hundredths as fractions	Step 8 Hundredths as decimals Step 9 Hundredths on a place value chart Step 10 Divide a 1- or 2-digit number by 100 (NF3)	Step 2 Tell the time to 5 minutes Step 3 Tell the time to the minute Step 4 Read time on a digital clock	Step 1 Years, months, weeks and days Step 2 Hours, minutes and seconds Step 3 Convert between analogue and digital times Step 4 Convert to the 24-hour clock Step 5 Convert from the 24-hour clock
<u>Multiplication and Division B</u>				<u>Position & Direction</u>	
WR small steps Step 1 Factor pairs (NF1) Step 2 Use factor pairs (NF1) Step 3 Multiply by 10 (MD1) Step 4 Multiply by 100 (NF3) (MD1) Step 5 Divide by 10 (NF3) (MD1) Step 6 Divide by 100 (NF3) (MD1) Step 7 Related facts – multiplication and division (NF1) Step 8 Informal written methods for multiplication (NF1) (MD3)	Step 9 Multiply a 2-digit number by a 1-digit number (NF1) (MD3) Step 10 Multiply a 3-digit number by a 1-digit number (NF1) (MD3) Step 11 Divide a 2-digit number by a 1-digit number (1) (NF2) Step 12 Divide a 2-digit number by a 1-digit number (2) (NF2) Step 13 Divide a 3-digit number by a 1-digit number (NF2) Step 14 Correspondence problems Step 15 Efficient multiplication			WR small steps Step 1 Describe position using coordinates Step 2 Plot coordinates Step 3 Draw 2-D shapes on a grid Step 4 Translate on a grid Step 5 Describe translation on a grid	
				<u>STATISTICS</u>	

ALP Year 4 Overview of Curriculum Content

		Step 1 Interpret charts Step 2 Comparison, sum and difference	Step 3 Interpret line graphs Step 4 Draw line graphs
--	--	--	---