

Year 4 Ready to progress

3AS–2 Add and subtract up to three-digit numbers using columnar methods (<i>taken from Y3 but included in Y4 unit 1</i>).	4G–1 Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant.
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.	3F–1 Interpret and write proper fractions to represent 1 or several parts of a whole that is divided into equal parts (<i>taken from Y3 but included in Y4 unit 8</i>).
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.	4F–1 Reason about the location of mixed numbers in the linear number system.
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.	4F–2 Convert mixed numbers to improper fractions and vice versa.
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.	4F–3 Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers.
4NF–3 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100).	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.
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.	4NF–2 Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders.
4NF–1 Recall multiplication and division facts up to 12×12 and recognise products in multiplication tables as multiples of the corresponding number.	4T – 1 Convert between analogue and digital clocks
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.	4T – 2 Read digit time on a 24 hour clock
4MD–2 Manipulate multiplication and division equations and understand and apply the commutative property of multiplication.	
4MD–3 Understand and apply the distributive property of multiplication.	

