

Curriculum Strand	Week	Learning Objective Curriculum Sub-strand	Additional Activities	Professor Assessor Assessment	Rec. No. of Questions	Estimated Test Duration
NUMBER AND PLACE VALUE	1	<ul style="list-style-type: none"> ✓ 4N2a - Order and compare numbers beyond 1000 ✓ 4N2b- Find 1000 more or less than a given number ✓ 4N3a - Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) 	<ul style="list-style-type: none"> ✓ 4N1 - Count in multiples of 6, 7, 9, 25 and 1000 ✓ 4N6 - Solve number and practical problems that involve all of the above and with increasingly large positive numbers 			
NUMBER AND PLACE VALUE	2	<ul style="list-style-type: none"> ✓ 4N4a - Identify, represent and estimate numbers using different representations ✓ 4N4b - Round any number to the nearest 10, 100 or 1000 	<ul style="list-style-type: none"> ✓ 4N1 - Count in multiples of 6, 7, 9, 25 and 1000 ✓ 4N6 - Solve number and practical problems that involve all of the above and with increasingly large positive numbers 	4N2a 4N2b 4N3a 4N4a 4N4b	20	20 - 35 mins
CALCULATIONS (+)	3	<ul style="list-style-type: none"> ✓ 4C2 – Add numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate 	<ul style="list-style-type: none"> ✓ 4N1 - Count in multiples of 6, 7, 9, 25 and 1000 ✓ 4N2a - Order and compare numbers beyond 1000 ✓ 4N2b- Find 1000 more or less than a given number 			
CALCULATIONS (-)	4	<ul style="list-style-type: none"> ✓ 4C2 - Subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate 	<ul style="list-style-type: none"> ✓ 4N1 - Count in multiples of 6, 7, 9, 25 and 1000 ✓ 4N3a - Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) ✓ 4N4a - Identify, represent and estimate numbers using different representations 	4C2	10	20 - 35 mins (Extra time given for written calculations)
MEASUREMENT	5	<ul style="list-style-type: none"> ✓ 4M1 – Compare different measures, including money in pounds and pence ✓ 4M2 - Estimate, compare and calculate different measures, including money in pounds and pence ✓ 4M5 - Convert between different units of measure [e.g: kilometre to metre, hour to minute] 	<ul style="list-style-type: none"> ✓ 4N1 - Count in multiples of 6, 7, 9, 25 and 1000 ✓ 4N3a - Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) ✓ 4N4b - Round any number to the nearest 10, 100 or 1000 			

Medium-term Plan

Autumn term, two weekly assessment – Medium Confidence

Year 4

STATISTICS	6	<ul style="list-style-type: none"> ✓ 4S1 - Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs ✓ 4S2 - Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs 	<ul style="list-style-type: none"> ✓ 4N2a - Order and compare numbers beyond 1000 ✓ 4N2b- Find 1000 more or less than a given number ✓ 4C2 - Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate 	4M1 4M2 4M5 4S1 4S2	20	20 - 35 mins
NUMBER AND PLACE VALUE	7	<ul style="list-style-type: none"> ✓ 4N1 - Count in multiples of 6, 7, 9, 25 and 1000 ✓ 4N3b - Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value. ✓ 4N5 - Count backwards through zero to include negative numbers 	<ul style="list-style-type: none"> ✓ 4N2a - Order and compare numbers beyond 1000 ✓ 4N2b- Find 1000 more or less than a given number ✓ 4N3a - Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) 			
MEASUREMENT (TIME)	8	<ul style="list-style-type: none"> ✓ 4M4a - Read, write and convert time between analogue and digital 12-hour clocks ✓ 4Mb - Read, write and convert time between analogue and digital 24-hour clocks 	<ul style="list-style-type: none"> ✓ 4M4c - Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days ✓ 4M5 - Convert between different units of measure [e.g: kilometre to metre, hour to minute] 	4N1 4N3b 4N5 4M4a 4Mb	20	20 - 35 mins
FRACTIONS	9	<ul style="list-style-type: none"> ✓ 4F2 - Recognise and show, using diagrams, families of common equivalent fractions ✓ 4F4 - Add and subtract fractions with the same denominator 	<ul style="list-style-type: none"> ✓ 4N4a - Identify, represent and estimate numbers using different representations ✓ 4N4b - Round any number to the nearest 10, 100 or 1000 			
FRACTIONS	10	<ul style="list-style-type: none"> ✓ 4F1 - Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten ✓ 4F6a - Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ ✓ 4F6b - Recognise and write decimal equivalents of any number of tenths or hundredths 	<ul style="list-style-type: none"> ✓ 4N3a - Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) ✓ 4C2 - Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate 	4F1 4F2 4F4 4F6a 4F6b	20	20 - 35 mins



<p>GEOMETRY (SHAPE)</p>	<p>11</p>	<ul style="list-style-type: none"> ✓ 4G2a - Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes ✓ 4G42b - Identify lines of symmetry in 2-D shapes presented in different orientations. 	<ul style="list-style-type: none"> ✓ 4C2 - Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate ✓ 4C3 - Estimate and use inverse operations to check answers to a calculation ✓ 4C4 - Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why 			
<p>GEOMETRY (POSITION AND DIRECTION)</p>	<p>12</p>	<ul style="list-style-type: none"> ✓ 4P2 - Describe movements between positions as translations of a given unit to the left / right and up / down ✓ 4P3a - Describe positions on a 2-D grid as coordinates in the first quadrant ✓ 4P3b - Plot specified points and draw sides to complete a given polygon. 	<ul style="list-style-type: none"> ✓ 4C2 - Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate ✓ 4C3 - Estimate and use inverse operations to check answers to a calculation ✓ 4C4 - Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why 	<p>4G2a 4G2b 4P2 4P3a 4P3b</p>	<p>20</p>	<p>20 - 35 mins</p>