

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"> ✓ 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 ✓ 4N3a - Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) 	<ul style="list-style-type: none"> ✓ 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. ✓ 4N4a - Identify, represent and estimate numbers using different representations ✓ 4C6a - Recall multiplication and division facts for multiplication tables up to 12×12 			
NUMBER AND PLACE VALUE	2	<ul style="list-style-type: none"> ✓ 4N4b - Round any number to the nearest 10, 100 or 1000 ✓ 4N6 - Solve number and practical problems that involve all of the above and with increasingly large positive numbers 	<ul style="list-style-type: none"> ✓ 4N5 - Count backwards through zero to include negative numbers ✓ 4N6 - Solve number and practical problems that involve all of the above and with increasingly large positive numbers ✓ 4C6a - Recall multiplication and division facts for multiplication tables up to 12×12 	4N1 4N2a 4N2b 4N3a 4N4b 4N6	30	30 - 45 mins
CALCULATIONS (+/-)	3	<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 	<ul style="list-style-type: none"> ✓ 4N6 - Solve number and practical problems that involve all of the above and with increasingly large positive numbers ✓ 4C4 - Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why ✓ 4C6a - Recall multiplication and division facts for multiplication tables up to 12×12 			



<p>MEASUREMENT (MONEY)</p>	<p>4</p>	<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 ✓ 4M9 - Calculate different measures, including money in pounds and pence ✓ 4F10b - Solve simple measure and money problems involving fractions and decimals to two decimal places 	<ul style="list-style-type: none"> ✓ 4N3a - Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) ✓ 4F1 - Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten ✓ 4C6a - Recall multiplication and division facts for multiplication tables up to 12×12 	<p>4C3 4M1 4M2 4M9 4F10b</p>	<p>20</p>	<p>20 - 35 mins</p>
<p>FRACTIONS</p>	<p>5</p>	<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 ✓ 4F6b - Recognise and write decimal equivalents of any number of tenths or hundredths ✓ 4F7 - Round decimals with one decimal place to the nearest whole number 	<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 ✓ 4C6a - Recall multiplication and division facts for multiplication tables up to 12×12 			
<p>FRACTIONS</p>	<p>6</p>	<ul style="list-style-type: none"> ✓ 4F8 - Compare numbers with the same number of decimal places up to two decimal places ✓ 4F9 - 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 	<ul style="list-style-type: none"> ✓ 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 ✓ 4N4b - Round any number to the nearest 10, 100 or 1000 ✓ 4C6a - Recall multiplication and division facts for multiplication tables up to 12×12 	<p>4F1 4F6b 4F7 4F8 4F9</p>	<p>20</p>	<p>20 - 35 mins</p>
<p>GEOMETRY (SHAPE)</p>	<p>7</p>	<ul style="list-style-type: none"> ✓ 4G2c - Complete a simple symmetric figure with respect to a specific line of symmetry ✓ 4G4 - Identify acute and obtuse angles and compare and order angles up to two right angles by size 	<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 ✓ 4C6a - Recall multiplication and division facts for multiplication tables up to 12×12 			



<p>MEASUREMENT (TIME)</p>	<p>8</p>	<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 ✓ 4M4c - Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days 	<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 ✓ 4C6a - Recall multiplication and division facts for multiplication tables up to 12×12 	<p>4G2c 4G4 4M4a 4Mb 4M4c</p>	<p>20</p>	<p>20 - 35 mins</p>
<p>CALCULATION (\times/\div)</p>	<p>9</p>	<ul style="list-style-type: none"> ✓ 4C6a - Recall multiplication and division facts for multiplication tables up to 12×12 ✓ 4C6b - Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers ✓ 4C7 - Multiply two-digit and three-digit numbers by a one-digit number using formal written layout 	<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) ✓ 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 ✓ 4C6a - Recall multiplication and division facts for multiplication tables up to 12×12 			
<p>CALCULATION (\times/\div)</p>	<p>10</p>	<ul style="list-style-type: none"> ✓ 4C6c - Recognise and use factor pairs and commutativity in mental calculations ✓ 4C8 - Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling and harder correspondence problems such as n objects are connected to m objects 	<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) ✓ 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 ✓ 4C6a - Recall multiplication and division facts for multiplication tables up to 12×12 	<p>4C6a 4C6b 4C6c 4C7 4C8</p>	<p>20</p>	<p>20 - 35 mins</p>

MEASUREMENT	11	<ul style="list-style-type: none"> ✓ 4M7a - Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres ✓ 4M7b - Find the area of rectilinear shapes by counting squares. 	<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 ✓ 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] 			
PROBLEM SOLVING	12	<ul style="list-style-type: none"> ✓ 4N6 - Solve number and practical problems that involve all of the above and with increasingly large positive numbers ✓ 4C4 - Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why ✓ 4F10 - 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 ✓ 4F10b - Solve simple measure and money problems involving fractions and decimals to two decimal places 	<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 ✓ 4C7 - Multiply two-digit and three-digit numbers by a one-digit number using formal written layout 	4M7a 4M7b 4N6 4C4 4F10 4F10b	30	30 - 45 mins