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	✓ 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 ✓ 4N5 - Count backwards through zero to include negative numbers	✓ 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)			
CALCULATIONS (+/ -)	2	✓ 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	✓ 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	4N3b 4N4a 4N5 4C2 4C3	20	20 - 35 mins
FRACTIONS	3	✓ 4F2 - Recognise and show, using diagrams, families of common equivalent fractions ✓ 4F4 - Add and subtract fractions with the same denominator ✓ 4F6a - Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$	✓ 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 ✓ - Recall multiplication and division facts for multiplication tables up to 12 × 12			

FRACTIONS	4	✓ 4F7 - Round decimals with one decimal place to the nearest whole number ✓ 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	✓ 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 ✓ 4C6a - Recall multiplication and division facts for multiplication tables up to 12 × 12	4F2 4F4 4F6a 4F7 4F8 4F9	30	30 - 45 mins
MEASUREMENT (TIME)	5	✓ 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 ✓ 4M5 - Convert between different units of measure [e.g: kilometre to metre, hour to minute]	✓ 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			
MEASUREMENT	6	✓ 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. ✓ 4M9 - Calculate different measures, including money in pounds and pence	✓ 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	4M4a 4Mb 4M5 4M7a 4M7b 4M9	30	30 - 45 mins
CALCULATION (x/÷)	7	✓ 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 ✓ 4C6c - Recognise and use factor pairs and commutativity in mental calculations	✓ 4N1 - Count in multiples of 6, 7, 9, 25 and 1000 ✓ 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			

CALCULATION (x/÷)	8	✓ 4C7 - Multiply two-digit and three-digit numbers by a one-digit number using formal written layout ✓ 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	✓ 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	4C6a 4C6b 4C6c 4C7 4C8	20	20 - 35 mins
STATISTICS	9	✓ 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	✓ 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) ✓ 4C6a - Recall multiplication and division facts for multiplication tables up to 12 × 12			
CALCULATIONS (+/ -)	10	✓ 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	✓ 4C6a - Recall multiplication and division facts for multiplication tables up to 12 × 12 ✓ 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	4C2 4C3 4C4	10	10 - 25 mins
GEOMETRY (POSITION AND DIRECTION)	11	✓ 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.	✓ 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			

| PROBLEM SOLVING | 12 | ✓ 4N6 - Solve number and practical problems that involve all of the above and with increasingly large positive numbers

✓ 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

✓ 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 | ✓ 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 | 4N6

4C8

4F10

4F0b | 20 | 20 - 35 mins |