ProfessorAssessor
Assessment Made Simple

Year 4 Numeracy Support Strands

Curriculum Strand	Learning Objective Curriculum Sub-strand	Year 3 Support Strands	Year 2 Support Strands
NUMBER AND PLACE VALUE	✓ 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) ✓ 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 ✓ 4N4b - Round any number to the nearest 10, 100 or 1000 ✓ 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	✓ 3N1b - Count from 0 in multiples of 4 and 8. ✓ 3N2a - Compare and order numbers up to 1000, Read and write numbers to 1000 in numerals and in words ✓ 3N2b - Find 10 or 100 more or less than a given number ✓ 3N3 - Recognise the place value of each digit in a three-digit number (hundreds, tens, ones) ✓ 3N4 - Identify, represent and estimate numbers using different representations ✓ 3N6 - Solve number problems and practical problems involving 3N1 – 3N5	✓ 2N1 - Count in steps of 2, 3 and 5 from zero and in tens from any number, forward or backward ✓ 2N2a - Read and write numbers to at least 100 in numerals ✓ 2N2b - Compare and order numbers from 0 up to 100; use <, > and = sigs ✓ 2N3 - Recognise the place value of each digit in a two-digit number (tens, ones) ✓ 2N4 - Identify, represent and estimate numbers using different representations, including the number line ✓ 2N6 - Number and place value problem solving and reasoning
CALCULATIONS (+ and -) **…**	✓ 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	✓ 3C1 - Add and subtract numbers mentally, including: ✓ – a three-digit number and ones ✓ – a three-digit number and tens ✓ – a three-digit number and hundreds ✓ 3C2 – Add and subtract numbers with up to three digits, using formal written methods of column addition ✓ 3C3 - Estimate the answer to a calculation and use inverse operations to check answers ✓ 3C4 - Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction	✓ 2C1 - Recall and use addition and subtraction facts to 20 fluently ✓ 2C2a - Add and subtract numbers mentally, including: - A two-digit number and ones - A two-digit number and tens - Two two-digit numbers - Adding three one-digit numbers ✓ 2C2b - Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: - A two-digit number and ones - A two-digit number and tens - Two two-digit numbers ✓ 2C3 – Recognise and use the inverse relationships between addition and subtraction and use this to check calculations and

CALCULATIONS (+ and -)			missing number problems ✓ 2C4 - Solve problems with addition and subtraction: - using concrete objects and pictorial representations, including those involving numbers, quantities and measures - applying their increasing knowledge of mental methods ✓ 2C9a - Show that addition of two numbers can be done in any order (commutative) and subtraction of one number by another cannot
CALCULATIONS (x and ÷)	✓ 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 ✓ 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	✓ 3C6 – Recall and use division facts for the 3, 4 and 8 multiplication tables ✓ 3C7 - Write and calculate mathematical statements for multiplication and division using the multiplication tables that the children know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods ✓ 3C8 – Solve problems including missing number problems, involving multiplication and division, including integer scaling problems and correspondence problems in which n objects are connected to m objects.	✓ 2C6 - Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers ✓ 2C7 - Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs ✓ 2C8 -Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts ✓ 2C9b - Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot
FRACTIONS **…**	✓ 4F1 - Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten ✓ 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 1⁄4, 1⁄2, 3⁄4 ✓ 4F6b - Recognise and write decimal equivalents of any number of tenths or hundredths ✓ 4F7 - Round decimals with one decimal place to the	✓ 3F1a - Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 ✓ 3F1b - Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators ✓ 3F1c - Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators ✓ 3F2 - Recognise and show, using diagrams, equivalent fractions with small denominators ✓ 3F3 - Compare and order unit fractions and fractions with the	✓ 2F1a - Recognise, find, name and write fractions $^{1}/_{3}$, $^{1}/_{4}$, $^{2}/_{4}$ and $^{3}/_{4}$ of a length, shape, set of objects or quantity ✓ 2F1b - Write simple fractions for example $^{1}/_{2}$ of 6 = 3 ✓ 2F2 - Recognise the equivalence of $^{2}/_{4}$ and $^{1}/_{2}$.

FRACTIONS	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	same denominator. ✓ 3F4 - Add and subtract fractions with the same denominator within one whole [for example, $^5/_7 + {}^1/_7 = {}^6/_7$] ✓ 3F10 – Solve problems that involve 3F1 – 3F4	
MEASUREMENT	✓ 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] ✓ 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	✓ 3M1a – Compare lengths (m/cm/mm) ✓ 3M1b – Compare mass (kg/g) ✓ 3M1c – Compare volume (l/ml) ✓ 3M2a - Measure lengths (m/cm/mm) ✓ 3M2b – Measure Mass (kg/g) ✓ 3M2c – Measure volume (l/ml) ✓ 3M7– Measure the perimeter of simple 2d shapes ✓ 3M9b – Add and subtract lengths (m/cm/mm) ✓ 3M9c – Add and subtract mass (kg/g) ✓ 3M9d – Add and subtract volume/capacity (l/ml)	✓ 2M1 - Compare and order lengths, mass, volume / capacity ✓ 2M2 - Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (ºC); capacity (litres/ml) to the nearest appropriate unit using rulers, scales, thermometers and measuring vessels
MEASUREMENT (MONEY)	✓ 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	✓ 3M9a - Add and subtract amounts of money to give change, using both £ and p in practical contexts	✓ 2M3a – Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value ✓ 2M3b – Find different combinations of coins that equal the same amounts of money ✓ 2M9 – Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change

MEASUREMENT (TIME)	✓ 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 ✓ 4M5 - Convert between different units of measure [e.g: kilometre to metre, hour to minute]	✓ 3M4a - Tell and write the time from an analogue clock; 12-hour clocks ✓ 3M4b - Tell and write the time from an analogue clock; 24 hour clocks ✓ 3M4c - Tell and write the time from an analogue clock, including using Roman numerals from I to XII ✓ 3M4d - Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, am/pm, morning, afternoon, noon and midnight ✓ 3M4e - Know the number of seconds in a minute and the number of days in each month, year and leap year ✓ 3M4f - Compare durations of events, [for example, to calculate the time taken by particular events or tasks]	✓ 2M4a - Tell and write the time to five minutes, including quarter past/to the hour an draw the hands on a clock face to show these times ✓ 2M4b – Compare and sequence intervals of time ✓ 2M4C - Know the number of minutes in an hour and the number of hours in a day.
GEOMETRY (SHAPE)	✓ 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. ✓ 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	✓ 3G2 – Identify horizontal , vertical lines and pairs of perpendicular and parallel lines ✓ 3G3a -Draw 2-d shapes ✓ 3G3b – Make 3d shapes using modelling materials; recognise 3d shapes in different orientations and describe them ✓ 3G4a - Recognise that angles are a property of shape or a description of a turn ✓ w3G4b - Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle	✓ 2G1a - Compare and sort common 2-D and 3-D shapes and everyday objects ✓ 2G1b – Compare and sort common 3d shapes and everyday objects ✓ 2G2a - identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line ✓ 2G2b- identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces ✓ 2G3 - identify 2-D shapes on the surface of 3-D shapes, e.g. a circle on a cylinder and a triangle on a pyramid
GEOMETRY (POSITION/ DIRECTION)	✓ 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.		✓ 2P1 - order and arrange combinations of mathematical objects in patterns and sequences ✓ 2P2 - use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise)

STATISTICS	✓ 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	✓ 3S1 - Interpret and present data using bar charts, pictograms and tables ✓ 3S2 - Solve one-step and two-step questions (eg: 'How many more?' and 'How many fewer?') using information presented in scaled bar charts and pictograms and tables	✓ 2S1 – Interpret and construct simple pictograms, tally charts, block diagrams and simple tables ✓ 2S2a – Ask and answer simple questions by counting the number of objects in each category and sorting the catagories by quantity ✓ 2S2b - Ask and answer questions about totalling and comparing categorical data.