

Y4 Maths Targets

Spring Term 1

Recall multiplication and division facts for multiplication tables up to 12×12

Count up and down in hundredths, recognising that hundredths arise when dividing an object by a 100

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 units, tenths and hundredths

Find the area and perimeter of rectilinear shapes by counting squares

Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes

Identify lines of symmetry in 2-D shapes presented in different orientations

Spring Term 2

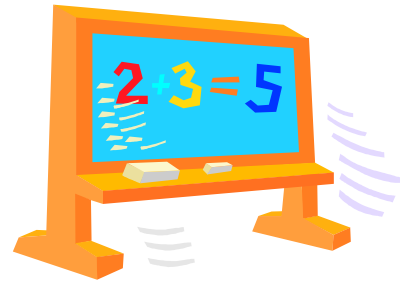
Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.

Count in multiples of 6, 7, 8, 9, 10, 25, 50, 100 and 1000

Read, write and convert time between analogue and digital 12 and 24-hour clocks

Solve problems involving converting from hours to minutes, minutes to seconds, years to months, and weeks to days

Identify acute and obtuse angles and compare and order angles by size



Daily Maths Meeting Targets

Read, write, order and compare numbers up to 10,000 and determine the value of each digit.

Count in multiples of 2, 5, 10, 25, 50, 100 and 1000

Round any number up to 10,000 to the nearest 10, 100 or 1000

Round decimals with one decimal place to the nearest whole number

Recall multiplication and division facts for multiplication tables up to 12×12

Count up and down in hundredths, recognising that hundredths arise when dividing an object by a 100

Recognise and write decimal equivalents of any number of tenths or hundredths

Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$

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 units, tenths and hundredths

Compare numbers with the same number of decimal places up to two decimal places

Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes

