

Kilmorie Maths Year 4 Overview

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13
Autumn	Review of column addition and subtraction Identify addends, sum and correct layout in addition calculation Review regrouping in addition Review minuend and subtrahend in subtraction calculation Review regrouping in subtraction			Place value to 4 digits • Use place value to compose numbers up to 2,000 • Add and subtract multiples of 100 • Apply knowledge of 1,000 to measure conversions • Compare and order 4-digit numbers • Round numbers to the nearest 1000, 100 and 10			Column addition and subtraction with 4-digit numbers	Perimeter • Understand the concept of perimeter • Use addition and multiplication to calculate perimeter		3, 6 and 9 times tables • Counting in 3, 6 or 9 as the 3, 6 or 9 times table • Relationships between adjacent multiples • Relationships between multiples in different times tables			
Spring	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	
	3, 6 and 9 times tables Continued 7 times table even pattern numbers an divisibility Count in 7s ar adjacent multiple Use known fac Identify and us even patterns Represent squ		• Understand and explain escape odd explain escape odd and • Understand and explain explain escape odd and • Understand and explain explain factors to solve problems explain e		olain factors solve problems he distributive	Multiplying and dividing by 10 and 100 • Understand the relationship between multiples of 10 / 100 and multiplying by 10 / 100 • Use and remove place holders when multiplying and dividing by 10 and 100 • Explain how scaling up factors and dividends affects the product and quotient		Coordinates • Use coordinates to translate and draw polygons					
Summer	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13
	Review of fractions greater than 1				Properties of 2D and 3D shapes and symmetry • Explore, sort and classify triangles • Explore symmetry • Reflect polygons in a line of symmetry		Money ● Apply efficient strategies when calculating with money		Time Convert between 12 and 24 hour clocks: analogue and digital Division with remainders Represent division and sharing Identify remainders explain how they reladivisor Solve division prob		rision by grouping nders and by relate to the		