**SANDBROOK SMATHS LONG TERM ASSESSMENT PLAN YEAR 4**

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| **LEARNING CYCLE** | **BOOK 4 CHAPTER** | **RELATED AM BULLET POINT** | **EXPECTED BULLET POINT COMPLETION** | **AM ASSESSMENT MILESTONE** |
| **1** | **Numbers to 10,000** | 4.1. Count in multiples of 25 and 1000. |  |  |
| 4.2. Find 1000 more or less than a given number. Round any number to the nearest 10, 100 or 1000. | **4.2** |
| 4.4. Recognise the place value of each digit in a 4-digit number (thousands, hundreds, tens, and ones). Order and compare numbers beyond 1000. | **4.4** |
| **Addition and Subtraction Within 10 000** | 4.6. Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate. | **4.6** |
| 4.7. Estimate and use inverse operations to check answers to a calculation. | **4.7** |
| 4.8. Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. | **4.8** | 4B A cumulative total of at least 5 bullet points |
| **2** | **Multiplication and Division** | 4.1. Count in multiples of 6, 7, 9, 25 and 1000. | **4.1** |  |
| 4.9. Recall multiplication and division facts for multiplication tables up to 12 × 12. |  |
| 4.10. Recognise and use factor pairs and commutativity in mental calculations. |  |
| **Further Multiplication and Division** | 4.9. Recall multiplication and division facts for multiplication tables up to 12 × 12. | **4.9** |
| 4.10. Recognise and use factor pairs and commutativity in mental calculations. | **4.10** |
| 4.11. Multiply two-digit and three-digit numbers by a one-digit number using formal written layout. | **4.11** |
| 4.12. Solve probs involving x and +, inc. using the distributive law to mult 2 digit nos by 1 digit, integer scaling probs and harder correspondence probs such as n objects are connected to m objects. | **4.12** | 4DA cumulative total of at least 10 bullet points |
| **3** | **Graphs** | 4.29. Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. | **4.29** |  |
| 4.30. Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs. | **4.30** |
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| **3** | **Fractions** | 4.13. Recognise and show, using diagrams, families of common equivalent fractions. | **4.13** |  |
| 4.14. Count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten. | **4.14** |
| 4.15. Add and subtract fractions with the same denominator. | **4.15** |
| 4.16. Recognise and write decimal equivalents of any number of tenths or hundredths; and the decimal equivalents to ⅟₄, ⅟₂ and three quarters. | **4.16** |
| 4.17. 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. | **4.17** |
| 4.18. Solve simple measure and money problems involving fractions. |  |
| **Time** | 4.19. Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days). |  |
| 4.22. Read, write and convert time between analogue and digital 12 and 24-hour clocks. | **4.22** | 4SA cumulative total of at least 18 bullet points |
| **4** | **Decimals** | 4.18. Round decimals with one decimal place to the nearest whole number. Solve simple measure and money problems involving decimals to 2 decimal places. |  |  |
| **Money**  | 4.18. Round decimals with one decimal place to the nearest whole number. Solve simple measure and money problems involving fractions and decimals to 2 decimal places. | **4.18** |
| 4.21. Estimate, compare and calculate different measures, including money in pounds and pence. | **4.21** | 4SA cumulative total of at least 19 bullet points |
| **5** | **Mass, Volume and Length** | 4.19. Convert between different units of measure (e.g. kilometre to metre). Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days). | **4.19** |  |
| 4,20. Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. Find the area of rectilinear shapes by counting squares. |  |
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| **5** | **Area of Figures** | 4.20. Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. Find the area of rectilinear shapes by counting squares. | **4.20** | 4SA cumulative total of at least 21 bullet points |
| **6** | **Geometry** | 4.23. Compare and classify geometric shapes, including quadrilaterals and triangles**,** based on their properties and sizes. | **4.23** |  |
| 4.24. Identify acute and obtuse angles and compare and order angles up to two right angles by size. | **4.24** |
| 4.25. Identify lines of symmetry in 2-D shapes presented in different orientations. | **4.25** |
| 4.26. Complete a simple symmetric figure with respect to a specific line of symmetry. | **4.26** |
| **Position and Movement** | 4.27. Describe positions on a 2-D grid as coordinates in the first quadrant. Describe movements between positions as translations of a given unit to the left/right and up/down. | **4.27** |
| 4.28. Plot specified points and draw sides to complete a given polygon. | **4.28** |
| **Roman Numerals** | 4.5. 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. | **4.5** | 4AA cumulative total of at least 29 bullet points |
| **N/A** | 4.3. Count backwards through zero to include negative numbers. |  |