Teacher: Miss Betley   **Class: 4**   **Year: 4/5**   **Term: Spring**

Week Beginning	Main Teaching		Outcomes		S.T.O.P.S Focus
	Year 4	Year 5	Year 4	Year 5	
1	Number and Place Value	Number and Place Value	1. Use negative numbers in context of temperature. 2. Place negative numbers on a line. Order positive and negative numbers. 3. Understand that when we divide by 10, digits shift 1 place to the right. Understand what each digit represents in a number with 1 decimal place. 4. Understand that when we multiply by 10, digits shift 1 place to the left. Understand what each digit represents in a number with 1 decimal place. 5. Recognise decimal and fraction forms of tenths.	1. Use negative numbers in context of temperature. Calculate rises and falls in temperature. 2. Find a difference between a negative temperature and positive temperature. 3. Say what each digit represents in a 6-digit number. Write place value related additions and subtractions. Compare pairs of 6-digit numbers. 4. Add and subtract 1, 10, 100, 1000, 10,000 and 100,000 to/from 6-digit numbers. 5. Place 6-digit numbers on empty number lines. Round 6-digit numbers to the nearest 100 to 1000.	Act it out
2	Addition/ Subtraction and Decimals	Addition/ Subtraction and Decimals	1. Add and subtract 0.1 and 1 to/from numbers with 1 decimal place. 2. Place 1-place decimals on a number line. Round tenths to nearest whole in context of measurement. 3, Multiply and divide by 10 and 100 (whole answers or with 1dp). 4. Compare 1-place decimals and write one in between, e.g. 2.1 and 1.2 and say what whole number comes between these2. 5. Multiply multiples of 10 and 100 by single-digit numbers.	1. Say what each digit represents in a number with 2 decimal places. Use place value to add and subtract. 2. Round numbers with 2 decimal places to the nearest whole and tenth. 3. Multiply and divide by 10, 100 and 1000 to give answers with 2 decimal places. 4. Use place value to add and subtract. Add and subtract near multiples of 100 and 1000. 5. Use counting up (Frog) to subtract 4-digit numbers from multiples of 1000. 2. Find all possibilities by working systemically.	Act it out

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3	Addition and Subtraction	Addition and Subtraction	1. Use compact addition to add amounts of money with one 'carry', e.g. £3.25 + £2.68. Use rounding to estimate the total before carrying out the addition. 2. Use compact addition to add amounts of money with 2 'carries', e.g. £3.45 + £2.68. Use rounding to estimate the total before carrying out the addition. 3, Use counting up to subtract 3-digit numbers, e.g. 414 – 278. 4. Find the change from £5 and from £10. 5. Find a difference between prices, e.g. £4.24 and £3.78.	1. Add pairs of 3-digit numbers with 1 decimal place, 2 decimals places or both. Use rounding to make an estimate. 2. Add pairs of 4-digit numbers with 2 decimal places. Use rounding to make an estimate. 3. Subtract pairs of 2-digit numbers with one decimal place, choosing to count back or count up (Frog). 4. Use Frog to find change from £100. Use column addition to add amounts of money. 5. Use Frog to find the difference between amounts of money. Estimate differences.	**Act it out**
4	Place value/ Addition and Subtraction	Place value/ Addition and Subtraction	1. Use compact addition to add three 2-digit numbers Use rounding to estimate totals. 2. Use compact addition to add four 2-digit numbers. Use rounding to estimate totals. 3: Use expanded decomposition to subtract pairs of 3-digit numbers (two carries'). Check subtraction with addition. 4: Use expanded decomposition to subtract pairs of 3-digit numbers (two carries'). Choose counting up or decomposition to solve subtractions. 5: Subtract any pair of 3-digit numbers using written or mental method. Identify and describe patterns; test out ideas.	1. Multiply and divide by 10, 100 and 1000 (answers with 2 or fewer decimal places). 2. Place numbers with 2 decimal places on an empty line, round to the nearest tenth or whole. 3. Use Frog (counting up) to subtract pairs of numbers with the same number of decimal places. 4. Use Frog (counting up) to subtract pairs of numbers with different numbers of decimal places, e.g. 3.2 – 1.78 and 5.34 – 3.7. 5. Solve single and two-step word problems involving subtraction. 2. Choose an appropriate strategy to solve subtraction.	**Trial and error**

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5	**Multiplication and Division**	**Multiplication and Division**	1. Know multiplication and division facts for the 9 times table. 2. Begin to know multiplication and division facts for the 7 times table. Use commutativity and known facts to derive new multiplication facts. 3, Know most multiplication facts up to 12 and use commutativity and known facts to derive others. 4. Multiply single-digit numbers by multiples of 10 and 100. 5 Find factors of numbers up to 40.	1. Find the highest common factor of three 2-digit numbers. Find the lowest common multiple of at least 3 single-digit numbers. 2. Use mental strategies to multiply two and 3-digit numbers by 5, 20, 6, 4 and 8. Use knowledge of factors and multiples in mental multiplication. 3. Use mental strategies to divide numbers by 5, 20, 6, 4 and 8. Use knowledge of factors and multiples in mental multiplication. 4. Use short multiplication to multiply 4-digit numbers by 1-digit numbers including amounts of money. Use rounding to approximate. Understand that multiplication is commutative. 5, Use short multiplication to multiply 4-digit numbers by 1-digit numbers. Use rounding to approximate. Understand that multiplication is commutative.	**Trial and error**
6	**Fractions and Decimals**	**Fractions and Decimals**	1, Identify fractions equivalent to one half including quarters and eighths. Identify fractions equivalent to 1 quarter. 2. Identify equivalent fractions up to twelfths with a supporting image. Reduce fractions to their simplest form. 3. Identify equivalent fifths, tenths and halves and mark them on a line. Reduce fractions to their simplest form. 4. Add and subtract fractions with the same denominators with 2 wholes using a fraction line. 5. Identify equivalent fractions and decimals (0.1s, 1/10s and 1/2s).	1. Compare and order fractions with related denominator 2. Use mental division strategies to find unit fractions of amounts. 3. Find non-unit fractions of amounts. 4. Find fractions, multiply and divide to solve word problems. 5. Know decimal equivalents for halves, quarters, fifths, tenths and hundredths. 2. Use equivalence to order a mixed set of decimals and fractions.	**Trial and error**

7	Measures and Data	Measures and Data	1. Plot and write co-ordinates in the first quadrant. Complete polygons by giving missing points. 2. Describe translations of shapes on a grid and write new co-ordinates. 3. Tell the time on an analogue clock using am and pm. Begin to use 24-hour clock and recognise matching times. 4. Convert analogue times into digital. Convert 24-hour times into 12-hour am/pm times. 5. Calculate time intervals using 24-hour clock, crossing the hour. Read and work out time intervals on a 24-hour timetable.	1. Plot points in two quadrants. Draw polygons and identify the co-ordinates of their vertices. 2. Translate polygons on a grid in one direction. Begin to predict the new co-ordinates after a translation in one direction. 3. Reflect polygons in the y-axis. Begin to predict the new co-ordinates after a reflection in the y-axis. 4. Draw line graphs of times tables and read off intermediate values. Revise the times tables. 5. Draw conversion graphs and read off intermediate values. Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints.	Trial by improvement
8	Addition/ subtraction/ Multiplication / Division	Addition/ subtraction/ Multiplication / Division	1. Add single-digit numbers to 4-digit numbers, bridging multiples of 10, 100 and 1000. 2. Subtract single-digit numbers from 4-digit numbers, bridging multiples of 10, 100 and 1000. 3. Add multiples of 10, 100 and 1000 to 4-digit numbers, crossing 10s, 100s but not crossing 10,000. 4. Subtract multiples of 10, 100 and 1000 from 4-digit numbers, crossing 10s and 100s. 5. Understand inverse operations, how subtraction 'undoes' addition for example.	1. Use short division to divide 3-digit numbers by single-digit numbers. 2. Use short division to divide 3-digit numbers by single-digit numbers including where the first digit is less than the divisor. 3. Use short division to divide 3-digit numbers by single-digit numbers including where the first digit is less than the divisor. Divide any remainders to give fractions. 4. Multiply unit fractions by whole numbers, writing any improper fractions as mixed numbers. 5. Multiply non-unit fractions by whole numbers, writing any improper fractions as mixed numbers.	Trial by improvement
9	Area, Perimeter, Volume and Coordinates	Area, Perimeter, Volume and Coordinates	1. Find perimeter of rectilinear shapes in cm by counting. 2. Calculate perimeter in cm and m of rectangles. Generalise how this is done. 3. Find area of rectilinear shapes by counting squares. 4. Realise that shapes with the same area do not necessarily have the same perimeter. Find that 'squarer' rectangles have smaller perimeters than longer, thinner rectangles with the same area. 5. Use co-ordinates in the first quadrant and join given co-ordinates to draw polygons.	1. Find the perimeters of rectangles and composite shapes. 2. Work out the missing lengths of sides in order to find perimeters. 3. Find the area of rectangles including squares by multiplying the lengths of two adjacent sides together. 4. Estimate then count to find the area of irregular shapes. Calculate the area from scale drawings. 5. Estimate and find the volume of shapes by making it with cm cubes	Trial by improvement

11	Place Value/ Addition or Subtraction	Place Value/ Addition or Subtraction	1. Use compact addition to add three 3-digit numbers. Approximate the answer first. 2, Use compact addition to add amounts of money. Approximate the answer first. 3, Subtract pairs of 3-digit numbers using expanded decomposition (one 'carry'). 4, Subtract pairs of 3-digit numbers using expanded or compact decomposition (one 'carry'). 5. Subtract any pair of 3-digit numbers using expanded or compact decomposition (two 'carries').	1. Use place value to add and subtract to/from 6-digit numbers. 2. Compare 6-digit numbers. Round 6-digit numbers to the nearest 10, 100, 1000, 10,000 and 100,000. 3. Use decomposition to subtract pairs of 5-digit numbers. 4. Use decomposition to subtract pairs of 5-digit numbers including where there is a zero in the first number. 5. Use decomposition to subtract pairs of 5-digit numbers and 4-digit numbers from 5-digit numbers. Solve word problems.	List or table
12	Addition/ Subtraction Multiplication and Division	Addition/ Subtraction Multiplication and Division	1, Know the 11 and 12 times tables. 2. Use the grid method to multiply 3-digit numbers by single-digit numbers. 3. Use partitioning to multiply 3-digit numbers by single-digit numbers (grid or ladder layout). 4. Use partitioning to multiply 3-digit numbers by single-digit numbers (grid or ladder layout). Use rounding to approximate an answer. 5, Divide 2-digit numbers by single-digit numbers, including those divisions which give a remainder (answers between 10 and 30).	1. Use place value to add and subtract to and from 5-digit numbers. 2. Add and subtract near multiples of 100, 1000 and 10,000. 2. Use column addition to add pairs of 5-digit numbers, three 4-digit numbers, and 4-digit numbers to 5-digit numbers. 3. Add and subtract pairs of 5-digit numbers. Make and test predictions, generate rules. 4. Use short multiplication to multiply 4-digit numbers (including amounts of money) by single-digit numbers. 5. Use short division to divide 4-digit numbers by single-digit numbers.	List or table
13	Revision	Revision			List or table
14	Assessment	Assessment			First look at Patterns