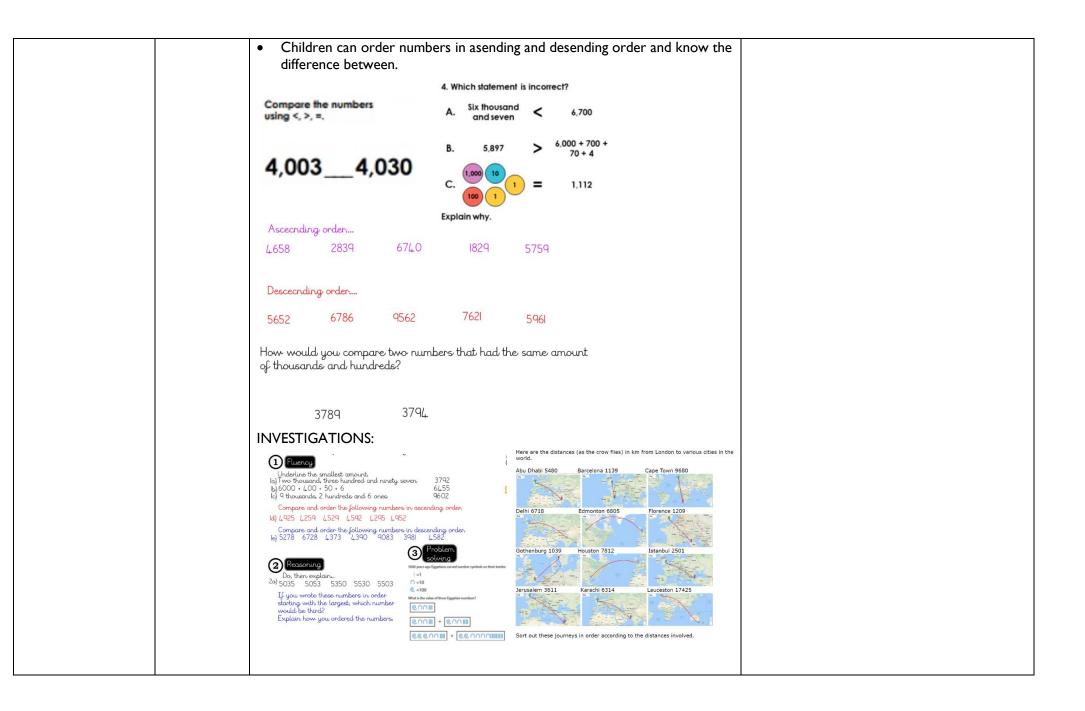
Anston Greenlands Primary School – Long Term Maths Curriculum

<u>Year 4</u>

Term I: The Stone Age- Can you survive the Stone Age?

Objectives	Approximate number of lessons (70 total)	Investigations/variation	Context
Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)	10	 Children know that 10 ones is the equivalent to 1 ten- able to show this through pictorial representations, base ten/numicon and oral explanation. Children recognise and can represent 4-digit numbers using base ten and numicon. Children to identify the thousands, hundreds, tens and one digit in a four digit number. Children know the thousand number holds the most value and ones hold the least. 5 4 6 8 6 1 6 8 6 1 6 8 9 9	Use Dienes to support children's understanding.
Order and compare numbers beyond 1000.	2	 Children to order and compare 4-digit numbers using their place value knowledge. Can orally explain why a number os bigger or smaller- including key terminoligy in their explanation. i.e: thousands, hundreds, tensm, ones, value, higher, lower. Children to use more than, less than or equal to sign to compare number value. 	Comparing numbers related to the Stone Age Use <, > or = to fill in the blanks of questions. Add up the daily miles walked from one week and compare them to another using <, > or =.

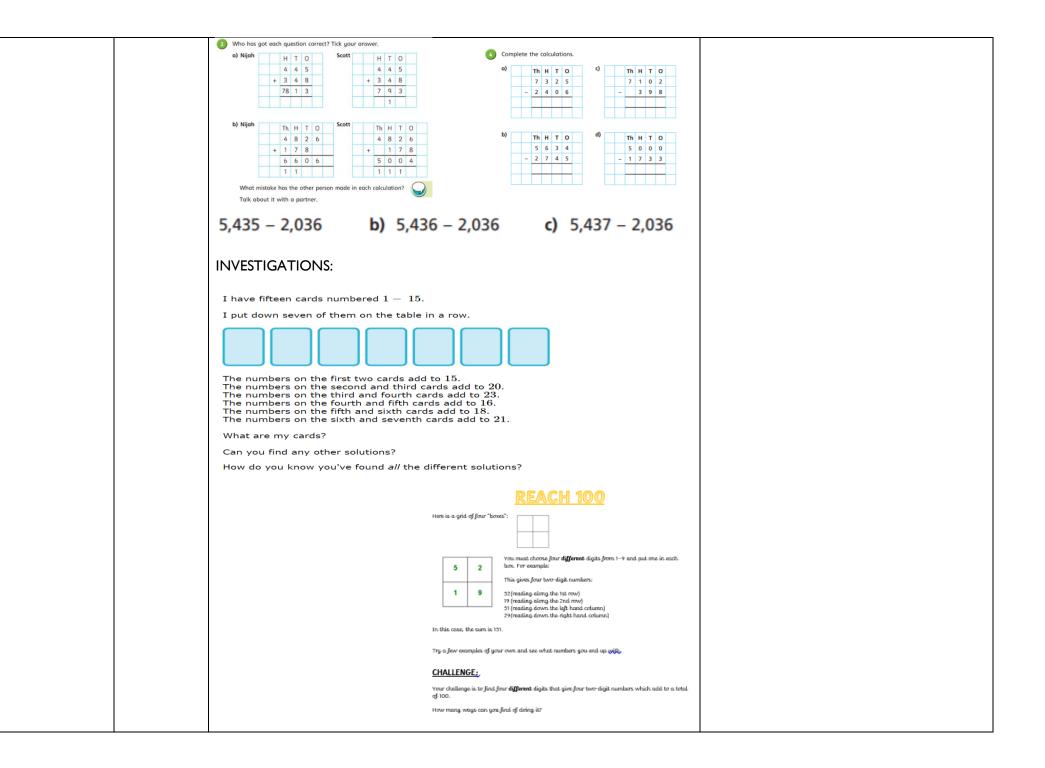


Round any number to the nearest 10, 100 and 1000.	5	 Childri 10, 100 Childri throug Childri Childri Childri Childri Childri Childri Childri Childri Sz Ga Sz Sz Laura Reasone Age 7 to 14 Challenge Level * Reasoned Rounding You will need a reco One sheet is enough The first player roll like to make from to They then have to the recording sheet circle. Player two rolls the A circle is complete person who wrote the by the other player 	en know wi D or 1000. en have to h written n en can high 50 60 40 20 70 80 90 30 100 asks, "If 45 i ed up to 50 w Laura why 4 ATIONS: d Roundin s a rounding game ording sheet shared h for three games. (s a 0-9 die twice and h for three games. (s a 0-9 die twice and h for three games. (when it has two nu when et has two nu	hat digits to explain their nethods. light errors i 153 94 101 238 79 184 64 25 s halfway betr when rounding 45 is rounded ng	rersion.) ligit number they would the matching circle on of the spaces in that ay.	n rounding ng verbally histakes.	NEAREST 10 330 190	l as sho		Think of day-to-day task when rounding is used. Rounding numbers to the nearest 10, 100 and 1000 to make maths simpler.
Find 10,100 and	3	find the winner.	en to know	what digit t	o look at wh					Children to be able to answer problem solving
1000 more or less than a given number.		• Children to know what digit to look at when finding 10, 100 or 1000 more or less- able to include place value knowledge and terminolgy when explaining.							questions as well as arithmetic style questions that relate to this.	

	 Children know that only the main number chnages and the remaining numbers do not- exception when crossing over 90 to 100 or 900 to 1000-(MAP and HAP to access this). Children use nets to show underdstanidng: Given number in the middle Left = 10 less Right = 10 more Above = 100 less Below = 100 more Can be chnaged to focus on 100 and 1000 more or less or to 1 and 10 more or less depending on ability. INVESTIGATIONS: Lost in the Maze: aim to reach the trophy by following the pattern of 1000 more or less of the numbers in the grid. List in the Maze: aim to reach the trophy by following the pattern of 1000 more or less of the numbers in the grid. List in the maze: here the main the grid. List in the maze: here the main the grid. List in the maze: here the main the grid. List in the maze: here the grid here the grid here the grid here the grid here the main the grid. List in the maze: here the main the grid. List in the maze: here the grid here the grid
Roman Numerals to 3 100	 Children to learn the main 6 Roman Numerals: = 5 = V 10 = X 50 = L 100 = C Children learn the rules of Roman Numerals Children can write Roman Numberal 1 - 100 Children can be given a Roman Number and work out the number- to be done in reverse as well. Children can identify mistakes and understand the misconception within-relating back to the rules.

		INVESTIAGTIONS:	
		The answer to each question will give you a letter. Solve the Roman numeral calculations and then figure out what the word is.	
		$\begin{array}{cccccccccccccccccccccccccccccccccccc$	
Negative Numbers	3	 Children use a number line to see positive and negative numbers. Children know that when adding or subtarcting negative numbers, zero is always counted. Children can comapre negatibe numbers- knowing that the numbers closer to 0 are bigger. Children can fill in missing numbers on number lines and in calcualtions. 	Link negative numbers with temperature as children will be familiar with seeing negative numbers in this context. The colder the temperature the smaller the number- this will help minimise
		-6	misconceptions about negative numbers, i.e 20 being more than -2.
		-12 + ? = -8 -64 -2 -1 0 2 7 - 9 = ? -104 -2 0 2 4 8 -6 + ? = 14	
		-6 - 4 - 0 - 2 - 6 - 12 - 3 - 5 = ? -1 - ? = -13 What is the value of the blue dot?	
		$\begin{array}{c c c c c c c c c c c c c c c c c c c $	

		<complex-block></complex-block>	
Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.	10	 Children know when to use column addition and column subtraction. Children can use the correct written method for both column addition and subtraction; ensuring digits are in the same columns and understand the importance of this. Children can answer questions requiring carrying over and exchanges. Children can use column addition to add more than 2 numbers. Children can highlight deliberate mistakes as well as their own and amend effectively. Children will be able to apply column addition and subtraction methods to reasoning and problem solving questions as well as arithmetic. 	Compare calculations using more than or less than sign. Relate to Stone Age artefacts and objects found at different camps. Add up the number of objects found, include animal teeth, animal fur, weapons, fires etc.



Recall multiplication and division facts for multiplication tables up to 12 × 12	10 (and then revised throughout the year)	 Children to use TT Rockstars at least three times a week during school time. Children focus on different times tables at the beginning of the week. Children's time and accuracy increases. Children know the inverse dividion facts as well. INVESTIGATIONS: These sixteen children are standing in four lines of four, one behind the other. They are each holding a card with a number on it. 	Children to take part in TT Rockstar battles within school and against the academy.
		A we want to be a standard of the standard of t	

Estimate and use	5	Children display increasing confidence in column addition and subtraction,
		as well as multiplication facts up to 12 X 12 and divides.
inverse operations		 Children use column addition and subtraction to check inverse calculations
to check answers to		of numbers up to 4-digits.
a calculation		 Chidren use whole-part-whole methods to visulaise calculations.
		 Children use times table number facts to work out the inverse of
		multiplication and division calculations.
		 Children use inverse calculatiosn when checking their own work.
		 Children use inverse calculatios in problem solving questions.
		• Children use inverse calculations in problem solving questions.
		Using the same numbers, complete the second number sentences. 2. True or false? C totals the largest number. Complete each calculation to check. A. The H T O O O O O O O O O O O O O O O O O O O
		1.25 - 7 = 18 18 + =
		$2.38 + 9 = 47 \qquad 47 - \boxed{\qquad} = \boxed{\qquad} 2,360 \qquad 4,857$ 3. Athur has filled in the baxes in the calculation to total the answer below.
		$3 5 \times 6 = 30$ $30 \div$ = 3 7 5 4 + 3 7 7 8
		$4.45 \div 5 = 9 \qquad 9 \times \boxed{ = \boxed{ \begin{array}{c} \begin{array}{c} + & 3 \\ 6 & 4 \\ 1 & 1 \end{array} } } \\ \hline \end{array} } \\ \hline \end{array} \\ \hline $ \\ \hline \bigg \\ \hline \end{array} \\ \hline
		5. $36 - 8 = 28$ $+ 28 =$ Is the correct? Prove it.
		since 9 x 8 = 72 then 72 + 9 = 1 then 36 + 6 =
		$e^{ip_{22}}$ $E \times E = 20$ $e^{ip_{22}}$ $7 \times E = 42$
		since $5 \times 6 = 30$ since $7 \times 6 = 42$ then $30 \div 5 =$ then $42 \div 7 =$
		since $6 \times 5 = 30$ since $6 \times 9 = 54$
		then 30 ÷ 6 = then 54 ÷ 6 =
		INVESTIGATIONS:
		Multi-step questions that include mistakes; making children use the inverse to
		identfy mistakes and solve questions correctly.

Equivalent Lengths: m and cm	2	• Children know the meaning of equivalent and can use this when explaining reasons verbally, as well as written.	Find and measure Stone Age artefacts.
m and cm		 Children know Im is equivalent to 100cm (up to 10m). Children know that when converting metres to centimetres, if the measurement is less than 100cm it cannot be converted into a metre. Use whole-part-whole method when partitioning units. When measuring, children know when to use meters and when to use centimetres. Children can solve reasoning and problem solving questions related to equivalent lengths: m and cm. 	Discuss and choose appropriate measurements when measuring Stone Age artefacts and when designing Stone Age weapons. Can use more than and less than sign when comparing data.
		 1 meter = 100 cm 2 meters = 200 cm 3 meters = 300 cm 4 meters = 400 cm 5 meters = 600 cm 7 meters = 700 cm 8 meters = 800 cm 9 meters = 900 cm 10 meters = 1000 cm Curve function of the object of the most efficient function of the object of the object of the most efficient function of the object of the	

		Toby and Samir are cutting pieces of ribbon. My ribbon is 305cm long. Think my ribbon is who is correct? Toby	
Equivalent Lengths: cm and mm	2	 Children know the meaning of equivalent and can use this when explaining reasons verbally, as well as written. Children know cm is equivalent to 100mm (up to 10cm). Children know how to convert centimetres and millimetres, When measuring, children know when to use meters and when to use centimetres or millimetres. 10cm 100mm 100mm 1 mm 1 mm 1 cm. 20cm 200mm 1 mm 1 cm. 50cm 500mm 1 cm 1 cm 1 cm 1 cm 1 cm a =cmmmc =cmc =cmc =cmc =cmc =cmc =cmc =cmc	Discuss and choose appropriate measurements when measuring Stone Age artefacts and when designing Stone Age weapons. Look at Neanderthals and their facial structure, hand span, foot size etc. measure and compare this with their own- discuss findings.

		INVESTIGATION: Discuss and choose. Child measure objects around t classroom, converting eac measurement. Children to discuss the most appropri to measure each object. O then order measurements	he ch o iate unit Children	Remember that on OBJECT Exercise book	TASK 1 time from around the classroor object accurately in cm. n to mm will get larger and mm CM 21.9 cm Intervention of the second seco	r to cm will get smaller. MM 219 mm
Adding and Subtracting lengths: m, cm and mm	5	3. 2910cm + 3m 68cm 4. 19m 34cm + 653cm 5. 962cm + 213cm 6. 82m 2cm + 1327cm INVESTIGATION: Answer reasoning and problem solving questions. C. 19 D. 34	vhen addin /find the e answers i Ron builds Jack build Ron puts h How tall is mas completed h m and 40 cm - 2 m - 510 cm = 2	ng or subtract quivalent len nto different is a tower that is a tower that is tower on the the tower alt er homework. Tro the tower alt 217 cm = 523 cm w m and 90 cm = 84 cm	ting lengths, the gths and work of measurements is 14 cm tall. n is 27 cm tall. op of Jack's tow together?	e units must b out the totals er.

Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres	3	closed 2-D shape.	gs. Is and then work out the perimter. f measurement when writing the	Work out the perimeter of Stonehenge and of Stone Age camps.
		MATHS 25.1.2021	LO: Measure-Perimeter 22.11.21	
		STARTER: 2314 X41 1. 2391 + 7825 = 3.9824, - 5364 = 5.9612 x 0 = 7.8421 + 853 = 2.34 x 7 = 4.52 x 8 = 6.9 x 11 = 8.4522 - 309 =	22.1.21 <u>YOUR TASK: FIND THE PERIMETER OF THESE SHAPES.</u> Calculate the perimeter of each of these shapes. Write the answer inside the shape. Always check the units of measure and remember that these drawings are not to scale!	
		LQ: To find the perimeter of a given shape What is perimeter?	1) 10cm 2) 15cm 10cm 10cm 7cm 7cm	
		TASK 1: Circle all the 2-D Shapes	10cm 15cm 3) 5cm 2cm 3cm 2cm 2cm 5cm 0 9cm	
		TASK 2: Circle all the closed shapes	8cm 8cm 14cm 9cm 7) 13cm 18cm 14cm 14cm	
			18cm <u>Challenge:</u> 1 an blukking of a shape, one side is 8cm long, another is 9cm long, another is 10cm and the last side f8 8cm long.	
			Draw out this shape accurately using a ruler.	
		INVESTIGATIONS:	Even though my shape has 4 sides, it is not a square.	
		The set of		