Parent and Carer Information: Year 4 Maths

This guide can help you to track the progress of your year 4 child as they develop through the subject of maths. In year 4, children learn the key skills that form the basis of their maths education, including place value, counting, money and problem solving. Practising these skills at home can be a great way to boost your child's confidence and complement what they learn in the classroom. This guide outlines how you, as parents and carers, can best support your child's year 4 maths journey, with an easy-to-follow flowchart of what they will learn and clear goals for you to work on together.

Click on each topic to head to the relevant category on the Twinkl website to find super resources to support your child. Alternatively, you can follow the web url **www.twinkl.co.uk/resources/parents** to get to the Twinkl Parents Hub.

We have also included handy tick boxes, so you can easily check off when you have covered each topic, and you can keep on track with your child's studies. You can also use the 'traffic light' system to record your child's confidence, and how they feel about the topic you have covered together.

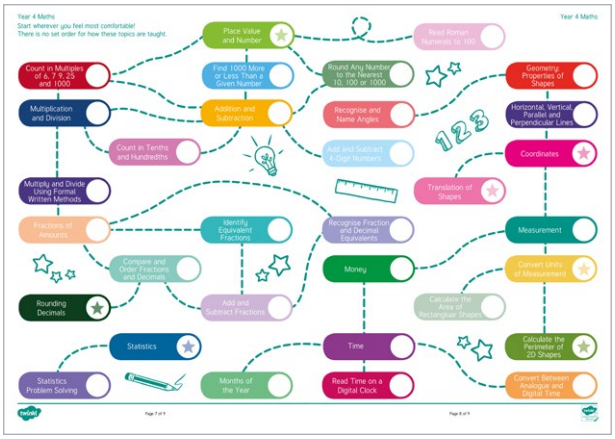
Stick the other pages together to create a display poster for both you and your child to fill in. Complete with handy tick boxes, this chart is ideal for helping to support your child's studies from home.

Don't forget to look out for the stars on select topics! You and your child can revisit these topics to gain greater understanding and really go the extra mile to push learning and understanding further.

I feel unsure about this.

I feel okay about this.

I feel confident about this!



We hope you find the information on our website and resources useful. The contents of this resource are for general, informational purposes only. This guide is intended to offer parents general guidance on what subject areas tend to be covered in their child's year group and where they could support their children at home. However, please be aware that every child is different and information can quickly become out of date. There are some subject areas that we have intentionally not covered due to the nature of how they are taught or because a trained professional needs to teach these areas. We try to ensure that the information in our resources is correct but every school teaches the national curriculum in its own way. If you would like further guidance or are unsure in any way, we recommend that you speak to your child's teacher or another suitably qualified professional.

Place Value and Number

Your child can recognise the value of each digit in a 4-digit number. They can recognise the number of thousands, hundreds, tens and ones in any 4-digit number. For example, 1358 = 1 thousand, 3 hundreds, 5 tens and 8 ones = 1000, 300, 50, 8. Your child can then use this information to put 4-digit numbers in size order.

Read Roman Numerals to 100

Your child can read and interpret Roman numerals up to 100, understanding how the order of the numerals can change the number, such as IV is 4 and VI is 6.

Count in Multiples of 6, 7, 9, 25 and 1000

Your child can count in multiples of 6, 7, 9, 25 and 1000. If given a number, they can add the different range of multiples.

Find 1000 More or Less Than a Given Number

Your child can find 1000 more or less than any given number. They are able to use knowledge of place value to add or subtract 1000 from any number

Round Any Number to the nearest 10, 100 or 1000

Your child knows how to round numbers using their knowledge of place value. For example, if you were to round the number 5762 to the nearest hundered, it would be 5800 (we round up because the digit in the tens column is 5 and over).

Geometry: Properties of Shapes

Your child can name and draw 2D shapes and describe them, using terminology such as sides and corners. Your child can also name and make 3D shapes and describe them using correct vocabulary, such as faces, vertices and edges. Your child can also sort shapes based on their properties.

Multiplication and Division

Your child knows all their times tables up to 12 × 12. They should be able to recall times tables facts by heart, such as 4 × 8 = 32, and also indentify the inverse division facts too. For example, if they know that 4 × 8 = 32, then they know that 32 ÷ 8 = 4 and 32 ÷ 4 = 8.

Addition and Subtraction

Your child should develop their ability to use mental calcuation to add and subtract numbers such as a 3-digit number and a one. For example, 126 + 8 = 134

Count in Tenths and Hundredths

Your child can count in both tenths and hundredths and understands that tenths arise when we divide an object into ten equal parts, or that hundredths arise when divided into a hundred equal parts. Also, that we divide a number by 10 and 100 to find tenths and hundredths.

Horizontal, Vertical, Parallel and Perpendicuar Lines

Your child can identify horizontal and vertical lines and pairs of perpendicular and parallel lines. Your child can identify horizontal and vertical lines in contexts, such as shapes. They can also spot parallel lines (two lines that are always at the same distance apart and never touch) and perpendicular lines (lines that meet at a right angle).

Recognise and Name Angles

Your child can recognise angles in shapes and as a measure of turns, for example, turn 90° to the right. They can also identify right angles, acute and obtuse angles (an acute angle is any angle between 0 and 90 degrees and an obtuse angle is any angle between 90 and 180 degrees). They can use this information to place angles in size order.

Add and Subtract 4-Digit Numbers

Your child can use the formal, written column method to add and subtract numbers up to 4 digits, when appropriate. This includes using regrouping (sometimes called carrying in the past) and exchanging (which was sometimes called borrowing in the past).

Coordinates

Your child can describe the position of a 2D shape in a quadrant, by reading and giving coordinates accurately. They can also plot specific coordinates and draw sides to make a polygon (a 2D shape with straight sides).

Multiply and Divide Using Formal Written Methods

Your child can use their knowledge of multiplications and times tables to complete multiplications mentally. This includes using factor pairs and understanding commutativity in calculations. They can also multiply 2-digit and 3-digit numbers by a 1-digit number using a formal, written layout.

Translation of Shapes

Your child can describe the movement of a shape, in the first quadrant, by explaining how many units to the left/right, or up/down, a shape has moved. They identify this movement as a translation.

Fractions of Amounts

Your child can find a fraction of an amount of objects. For instance, find $\frac{1}{5}$ of 20 sweets. Your child will need to share the sweets into five equal groups, in order to find one fifth. They need to be able to calculate unit fractions (fractions where the numerator is one) and non-unit fractions (fractions where the numerator is more than one). For example, $\frac{2}{3}$ of 12 = 12 divided by 3 = 4, then 4 × 2 = 8. So, $\frac{2}{3}$ of 12 = 8.

Identify Equivalent Fractions

Your child can recognise and explain equivalent fractions. Equivalent fractions are different fractions that show the same amount for example, $\frac{1}{2}$ is the same as $\frac{2}{4}$.

Recognise Fraction and Decimal Equivalents

Your child understands that fractions can also be represented by a decimal fraction (e.g. $\frac{1}{2}$ = 0.5). They are able to identify the decimal equivalent for most simple fractions.

Measurement

Your child understands that we measure length in millimetres, centimetres and metres, mass in grams and kilograms and volume/capacity in millilitres and litres. They can use their knowledge of number to add and subtract them.

Compare and Order Fractions and Decimals

Your child can use their knowledge of fractions and decimals to compare and order them (e.g. $\frac{3}{4}$ is greater than $\frac{1}{2}$). They can also order decimals (e.g. $\frac{1}{2}$ is greater than 0.2).

Money

Your child understands how many pence make a pound. They can use money in context to solve problems, such as adding and subtracting amounts and calculating change.

Convert Units of Measurement

Your child can convert between different units of measurement. For example, they can convert 1.4 metres to 140 cm.

Rounding Decimals

Your child can use their knowledge of place value to round decimal numbers to the nearest whole number. For example, 3.5 rounded to the nearest whole number would be 4.

Add and Subtract Fractions

Your child can add and subtract fractions with the same denominator (bottom number). They need to understand that the denominator stays the same within these calculations and it is only the numerator (the top number on the fraction) that is changed. For example, $\frac{1}{5} + \frac{3}{5} = \frac{4}{5}$.

Calculate the Area of Rectangular Shapes

Your child can calculate the area of simple rectangular shapes by accurately counting the number of squares within the shape. They understand that area is the amount of space a shape occupies.

Statistics

Your child can interpret data on a graph and create their own graph to present data – this includes bar charts, tables and time graphs. They can use the graphs to answer questions.

Time

Your child can read the time on an analogue clock with increasing accuracy, to the nearest minute. They know the number of seconds in a minute, minutes in an hour and hours in a day. This also includes being able to read the time on clocks with Roman numerals.

Calculate the Perimeter of 2D Shapes

Your child can accurately measure the perimeter of 2D shapes. The perimeter is the total length of the shape's sides. Your child can also use the length of the sides to calculate the perimeter of simple, rectangular shapes.

Statistics Problem Solving

Your child can solve one and two step problems – for example, 'How many more?' and 'How many fewer?' – using information presented in bar charts and pictograms and tables. They can also solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

Months of the Year

Your child can identify the number of days in each month and the number of days in a year and a leap year. Your child also knows the number of weeks in a year and the names and order of the months.

Read Time on a Digital Clock

Your child can read and write the time digitally, such as 16:27, and understands how 24-hour time works.

Convert Between Analogue and Digital Time

Your child can convert the time between 12-hour and 24-hour clocks as well as between analogue clocks and digital clocks. For example, they can convert half past one p.m on an analogue clock, to 13:30 on a digital, 24-hour clock and vice versa.

Above and Beyond

If you really want to go the extra mile, you and your child can review these sections to gain a greater understanding of each topic and push their learning further.

★ Place Value and Number

Your child can order a series of numbers that include negative numbers. They can recognise negative numbers and use number lines to help them place them in size order.

★ Coordinates

Your child can reflect a shape within the first quadrant and then identify the new coordinates of the shape.

★ Translation of Shapes

Your child can spot lines of symmetry within any 2D shapes. They can recognise the lines of symmetry whatever position the shape is held in.

★ Convert Units of Measurement

Your child can recognise the relationship between mm and m. They can convert mm measurements to m and vice versa. For example, 150 mm = 0.15 m.

★ Rounding Decimals

Your child can round decimals with two decimal places to the nearest whole number. For example, 2.68 rounded to the nearest whole number is 3.

★ Calculate the Perimeter of 2D Shapes

Your child can work out the perimeter of a complex, compound shape. They recognise that they need to add together all the lengths of the sides of each shape.

Year 4 Maths

Start wherever you feel most comfortable!
There is no set order for how these topics are taught.

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Count in Multiples of 6, 7 9, 25 and 1000

Find 1000 More or Less Than a Given Number

Multiplication and Division

Addition and Subtraction

Count in Tenths and Hundredths

Multiply and Divide Using Formal Written Methods

Fractions of Amounts

Identify Equivalent Fractions

Compare and Order Fractions and Decimals

Rounding Decimals

Add and Subtract Fractions

Statistics

Statistics Problem Solving

Months of the Year

Read Roman Numerals to 100

Round Any Number to the Nearest 10, 100 or 1000

Recognise and Name Angles

Add and Subtract 4-Digit Numbers

Recognise Fraction and Decimal Equivalents

Money

Time

Read Time on a Digital Clock

Geometry: Properties of Shapes

Horizontal, Vertical, Parallel and Perpendicular Lines

Coordinates

Translation of Shapes

Measurement

Convert Units of Measurement

Calculate the Area of Rectangluar Shapes

Calculate the Perimeter of 2D Shapes

Convert Between Analogue and Digital Time

Explore and Discover More

Twinkl Go! is a digital platform, hosting interactive content such as videos, games, audiobooks and more. Twinkl Go! enables digital content to be streamed to your computer or mobile device.

Twinkl Book Club is our book subscription service. Enjoy our original works of fiction in beautiful printed form, delivered to you each half-term and yours to keep!

Twinkl Boost is a range of intervention resources, created to support and lift learning with children at every level. These include our easy-to-use SATs Survival and Phonics Screening Survival resources.

Imagine resources are designed to help you your children to think creatively, question and imagine. Every week, a new topic consisting of five photos, each with related activities, is created.

Twinkl Originals are engaging stories written to inspire children from EYFS to KS2. Designed to encourage a love of reading and help curriculum-wide learning through accompanying resources.