MATHS TARGETS

Year 4

Name: _____

Number and Place Value

- NPV9 I can read Roman numerals to 100 (I to C) and understand how the numeral system changed including the concept of 'zero' and place value.
- NPV8 I can solve number and practical problems using increasingly large positive numbers.
- NPV7 I can round any number to the nearest 10, 100 or 1000.
- NPV6 I can identify, represent and estimate numbers.
- NPV5 I can order and compare numbers beyond 1000.
- NPV4 I can recognise the place value of each digit in a four digit number.
- NPV3 I can count backwards through zero to include negative numbers.
- NPV2 I can find 1000 more or less than a given number.
- NPV1 I can count in multiples of 6, 7, 9, 25 and 1,000.

Addition and Subtraction

- AS7 I can solve mental calculations with increasingly large numbers.
- AS6 I can solve two-step subtraction problems in contexts, deciding which methods to use and why.
- AS5 I can solve two-step addition problems in contexts, deciding which methods to use and why.
- AS4 I can use inverses to check answers to calculations.
- AS3 I can estimate to check answers to calculations.
- AS2 I can subtract numbers with up to 4 digits using an appropriate method (e.g. column or number line).
- AS1 I can add numbers with up to 4 digits using column / vertical addition.

Multiplication and Division

- MD9 I can divide two digit numbers by a one digit number using a written method including remainders.
- MD8 I can scale numbers and use these to solve problems (e.g. 7x5=35, means I can use that to help me work out 7x?=350).
- MD7 I can use partitioning to multiply two digit numbers by one digit.
- MD6 I can solve problems using multiplication and division.
- MD5 I can multiply three digit numbers by a one digit number using a written method.
- MD4 I can recognise and use factor pairs in mental calculations.
- MD3 I can use place value, known and derived facts to divide up to three numbers
- MD2 I can use place value, known and derived facts to multiply up to three numbers mentally.
- MD1 I can recall x and ÷ facts for multiplication tables up to 12 x12.

Fractions and Decimals

- FD10 I can solve simple measure and money problems involving fractions and decimals up to two decimal places.
- FD9 I can compare numbers with the same number of decimal places.
- FD8 I can round decimals with one decimal place to the nearest whole number.
- FD7 I can find the effect of dividing a number by 10 and 100 and identify the value of digits in the answer as ones, tens and hundreds.
- FD6 I can recognise and write decimal equivalents to ¼, ½, ¾.
- FD5 I can recognise and write decimal equivalents of any number of 10ths or 100ths.
- FD4 I can + and - fractions with the same denominator (e.g. $\frac{2}{7}+\frac{3}{7}=\frac{5}{7}$).
- FD3 I can find fractions of quantities including non-unit fractions.
- FD2 I can recognise and show, using diagrams, families of common equivalent fractions.
- FD1 I can count up and down in 100ths and recognise that 100ths arise when dividing an object by 100 and dividing 10ths by 10.

Measurement

- M6 I can solve problems involving converting from hours to minutes: minutes to seconds; years to months and weeks to days.
- M5 I can read, write and convert time between analogue and digital 12 and 24 hour clocks.
- M4 I can estimate, compare and calculate different measures, including money in pounds and pence.
- M3 I can find the area of rectilinear shapes by counting in squares.
- M2 I can convert between different units of measure (e.g. kilometre to metre; hour to minute).
- M1 I can measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres.

Geometry

- G8 I can plot specified points and draw sides to complete a given polygon.
- G7 I can translate shapes.
- G6 I can describe a position on a 2-d grid as co-ordinates in the first quadrant.
- G5 I can complete a symmetric figure with respect to a specific line of symmetry.
- G4 I can identify lines of symmetry in 2d shapes presented in different orientations.
- G3 I can compare and order angles up to two right angles by size.
- G2 I can identify acute and obtuse angles.
- G1 I can compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.

Statistics

- S6 I can use a range of scales when interpreting and presenting data.
- S5 I can solve 'difference' problems using information presented in bar charts, pictograms, tables and simple line graphs.
- S4 I can solve 'sum' problems using information presented in bar charts, pictograms, tables and simple line graphs.
- S3 I can solve 'comparison' problems using information presented in bar charts, pictograms, tables and simple line graphs.
- S2 I can interpret and present data using line graphs.
- S1 I can interpret and present data using bar charts.

Mental strategies

- MS13 I can halve any even number to 200.
- MS12 I can identify the remainder when dividing by 2,5, or 10.
- MS11 I can, with jottings, find simple fractions of numbers and quantities.
- MS10 I can, with jottings, double a multiple of 10 or 100.
- MS9 I know doubles of numbers to 100 and corresponding halves.
- MS8 I can use partitioning to calculate mentally.
- MS7 I can, with jottings, +/- 2/3 digit multiples of 10.
- MS6 I can add near doubles of 2 digit numbers.
- MS5 I can, with jottings, +/- a near multiple of 10.
- MS4 I can, with jottings, + /- pairs of 2 digit numbers. Inc crossing 10's and 100's boundary.
- MS3 I can recall pairs of fractions that total 1.
- MS 2 I know what must be added to any 3 digit number to make the next multiple of 100.
- MS1 I can recall sums and differences of pairs of multiples of 10, 100, 1000.

Programme of study objectives taken from 'The National Curriculum 2014'

✓✓ = Achieved

Mental Strategies taken from 'Teaching Children to Calculate Mentally'