

Name:

Bold = Ready-to-progress criteria Band 4 Maths Assessment							
Autumn Term (Beginning)		Spring Term (Working Within)		Summer Term (Secure)			Greater Depth
B	B+	W	, W+	S		S+	(Ongoing Assessment)
 Number and Place Value 4NPV-1 Know that 10 hundred to 1 thousand, and that 1,000 is of 100; apply this to identify an many 100s there are in other fo of 100. 4NPV-2 Recognise the place va in four-digit numbers, and com decompose four-digit numbers and nonstandard partitioning. 4NPV-3 Reason about the local digit number in the linear numb including identifying the previo multiple of 1,000 and 100, and nearest of each. 4NPV-4 Divide 1,000 into 2, 4, 9 parts, and read scales/number multiples of 1,000 with 2, 4, 5 a parts. Count in multiples of 6, 25 and 1 Find 1000 more or less than a gi Count in multiples of 6, 25 and 1 Find 1000 more or less than a gi Count and compare numbers be lidentify, represent and estimate Round any number to the neare Addition and Subtraction Subtract 4 digit numbers using colun Subtract 4 digit numbers using colun Solve two-step problems involvi subtraction Solve two-step problems involvi additive and multiplicative num facts by 100) 	s are equivalent s 10 times the size id work out how pur-digit multiples alue of each digit pose and using standard tion of any four ber system, pus and next rounding to the 5 and 10 equal lines marked in and 10 equal l	 Number and Place Value Count in multiples of 7 and 9 Addition and Subtraction Continues to build on and apply taught of Properties of Shape Identify and classify quadrilaterals, includa and trapeziums) based on their properti 4G-2 Identify regular polygons, includin squares, as those in which the side-leng equal. Find the perimeter of regular and classify triangles, including equal. Find the perimeter of regular and scalene, based on their properties 4G-3 Identify line symmetry in 2D shape orientations. Reflect shapes in a line of 1 symmetric figure or pattern with respect Complete a simple symmetrical figure Multiplication and Division Recall multiplication and division facts up 4MD-1 Multiply and divide whole number quotients); understand t number 10 or 100 times the size. 4ND-2 Manipulate multiplication and division products in multiplication tables as multiplication and division products in multiplication tables as multiplication tables as multiplication tables as multiplication tables as multiplication and divisions, that involve remainders, and in according to the context. 4MD-2 Solve division problems, with two divisors, that involve remainders, and in according to the context. 4NF-3 Solve division facts by 100) Use known facts to multiply and divide model and apply the distrifted and a signit number for a digit number solve 1 avout. Divide 3 digit numbers by a 1 digit number Solve 2 step problems involving multiply appropriate operation Fractions and Decimals Use fractions to divide quantities, includi answer is a whole number. Add and subtract fractions with the samed Measurement To measure and calculate the peri	oncepts from autumn term ding parallelograms, rhombuses ies g equilateral triangles and ths are equal and the angles are l irregular polygons. quilateral, isosceles, right angle espresented in different symmetry and complete a t to a specified line of symmetry. to 12 × 12 bers by 10 and 100 (keeping to his as equivalent to making a facts up to 12 × 12, and recognise tiples of the corresponding livision equations, and understand multiplication. butive property of multiplication. bo-digit dividends and one-digit therpret remainders appropriately known additive and multiplicative nentally ldigit number using formal written er using formal written layout ing and adding, choosing the and and and the the explorement of a rectilinear shape (including ally eg 2(a+b) mting squares ster and area using mathematical	S Number and Place Va • Read roman nu Properties of Shape • Describe positic quadrant using • Describe mover unit to the left/ • Plot specified p polygon • 4G-1 Draw pol quadrant, and Multiplication and Dir • Continues to but term Fractions and Decima • Recognise and : equivalent frac • Count up and d • Recognise that one hundred ar • Recognise and : tenths or hundi • Recognise and : tenths or hundied ar • Recognise and : tenths or hundi • Recognise and : to two decimal • Solve simple pr • Gonyare numbe	lue merals to 100 ons on a 2D grid as coordinates co-ordinates ments between positions as tra- right and up/down oints and draw sides to comple ygons, specified by coordinate translate within the first quad <u>vision</u> uild on and apply taught conce ls show, using diagrams, families tons. own in hundredths. tenths arise when dividing an hundredths arise when dividing an dividing tenths by ten. write decimal equivalents of ar redths. write decimal equivalents of ar redths. write decimal equivalents of the places. oblems involving fractions and ueasures, calculate and divide of pout the location of mixed nur system. nixed numbers to improper fra- subtract improper and mixed fur minator, including bridging w ompare different measures en different units of measure (I convert time between analog icks involving converting hours to onds,, years to months, weeks resent discrete and continuou: phical methods, including bar	s in the first anslations of a ete a given es in the first drant. epts from spring a of common object by ten. ng an object by ny number of 4, ¼ and ¼. e nearest whole decimal places up d decimals (e.g. quantities). mbers in the actions and vice fractions with rhole numbers. (eg km – m) gue and digital 12 minutes, to days. s data using charts and time ims using ms, tables and	Origoning Assessmently General • Make connections between different areas of maths when problem solving • Demonstrate a depth of understanding by finding the most efficient method when solving addition and subtraction problems • Explain the effect of different approaches when solving addition and subtraction problems • Use a variety of concrete and visual representations to explain arithmetic and reasoning problems • Use a variety of concrete and visual representations to explain arithmetic and reasoning problems • Use a variety of concrete and visual representations to explain the place value of 4 digit numbers • Use a variety of concrete and visual representations to explain the place value of 4 digit numbers • Use rounding as part of problem solving • Generalise using knowledge of 6s, 7s, 9s and 1000s beyond (e.g. I know that 18 is a multiple of 6 therefore is must also be a multiple of 3) Properties of Shape • Explain the differences between geometric shapes based on their properties and its lines of symmetry. • Explain that differences between geometric shapes based on their properties and its lines of symmetry. • Use x and y axis to describe translation of coordinates. Multiplication and Division • Reason methods when using distributive law, explaining how this makes mental calculation easier • Explain links between known tables and other multiples (e.g. 24s, 20s, 18s, 33s etc.)
		terminology.	eter and area using mathematiCal	other graphs.	asenteu in par charts, pictograf	ins, tables dilu	