

**River View Primary School**

**Mathematics**

**Year 4**

**Summer**

**What will I know by the end of the unit?**

**Decimals**

Recognise and write decimal equivalents of any number of tenths or hundredths. Recognise and write decimal equivalents to  $\frac{1}{4}$ ,  $\frac{1}{2}$  and  $\frac{3}{4}$ . Round decimals with one decimal place to the nearest whole number. Compare numbers with the same number of decimal places up to two decimal places. Find the effect of dividing a one or two-digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths.

**Money**

Estimate, compare and calculate different measures, including money in pounds and pence.

**Time**

Read, write and convert time between analogue and 12 and 24-hour clocks. Solve problems involving converting from hours to minutes; minutes to seconds; years to months and weeks to days.

**Shape**

Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. Identify lines of symmetry in 2-D shapes presented in different orientations. Identify acute and obtuse angles and compare and order angles, up to two right angles, by size. Identify lines of symmetry in 2-D shapes presented in different orientations. Complete a simple symmetric figure with respect to a specific line of symmetry.

**Statistics**

Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

**Position and Direction**

Describe positions of a 2-D grid as coordinates in the first quadrant. Describe movements between positions as translations of a given unit to the left/right and up/down. Plot specified points and draw sides to complete a given polygon.

**Technical Vocabulary**

<b>estimate</b>	roughly calculate
<b>rounding</b>	an approximation used to express a number in a more convenient way
<b>decimal</b>	a number that is not a whole; a number whose whole number part and the fractional part is separated by a decimal point
<b>decimal place</b>	the position of a digit to the right of the decimal point in a decimal number
<b>tenth</b>	one part in 10 equal parts ( $\frac{1}{10}$ , 0.1)
<b>hundredth</b>	one part in 100 equal parts ( $\frac{1}{100}$ , 0.01)
<b>analogue clock</b>	a clock or watch that has moving hands and hours marked from 1 to 12
<b>digital clock</b>	a clock without hands that uses numerals to show the time
<b>symmetrical</b>	a shape identical on either side of a line dividing it into two parts
<b>line of symmetry</b>	a line that cuts a shape directly in half and both halves would match exactly
<b>angle</b>	the number of degrees rotated around a point
<b>acute</b>	describes an angle between 0 and 90 degrees
<b>right angle</b>	an angle measuring exactly 90 degrees
<b>obtuse</b>	describes an angle between 90 and 180 degrees
<b>discrete data</b>	data that can be counted in whole numbers
<b>continuous data</b>	data which can take any value, for example: time, height and weight
<b>sum</b>	the result when two or more numbers are added together
<b>difference</b>	the result of subtracting one number from another
<b>translation</b>	when a shape is moved from one place to another by sliding it