

Key Performance Indicator	Performance Standard
<p>Number and place value Counts in multiples of six, seven, nine, 25 and 1,000</p> <p>Counts backwards through zero to include negative numbers</p> <p>Orders and compares numbers beyond 1,000</p> <p>Rounds any number to the nearest 10, 100 or 1,000</p> <p>Addition and subtraction Solve addition up to 4 digits using standard columnar methods.</p> <p>Solve subtraction up to 4 digits using standard columnar methods.</p> <p>Solves addition two-step problem, up to 4 digits, in context, deciding which operations and methods to use and why.</p> <p>Solves subtraction two-step problem, up to 4 digits, in context, deciding which operations and methods to use and why.</p> <p>Multiplication and division Recalls multiplication facts for multiplication tables up to 12 x 12</p> <p>Recalls division facts for multiplication tables up to 12 x 12</p> <p>Uses formal method for multiplying 2 digit and 3 digit numbers by a 1 digit number</p> <p>Fractions (including decimals) Recognises and shows, using diagrams, families of common equivalent fractions</p> <p>Counts up and down in hundredths; recognises that hundredths arise when dividing an object by 100 and dividing tenths by 10</p> <p>Rounds decimals with one decimal place to the nearest whole number</p> <p>Solve problems involving increasingly harder fractions</p> <p>Solves simple measure and money problems involving fractions and decimals to two decimal places</p>	<p>By the end of Y4 a child should be fluent with whole numbers and the four operations, including number facts and the concept of place value.</p> <p>A child will be developing efficient written and mental methods and performing calculations accurately with increasingly large numbers.</p> <p>A child can:</p> <ul style="list-style-type: none"> • Solve a range of problems including those with simple fractions and decimal place value; • Draw shapes with accuracy using mathematical reasoning and analyse shapes and their properties, confidently describing the relationships between them; • Use measuring instruments accurately, making connections between measure and number; • Recall the multiplication tables up to and including the 12 multiplication table and show precision and fluency in the work; and • Read and spell mathematical vocabulary correctly and confidently using a growing word reading knowledge and a knowledge of spelling.

Solving problems where numerator is 1

Measurement

Converts between different units of measure
eg kilometre to metre; hour to minute

Measure and calculate perimeter of
rectilinear figure (including squares) in cm
and m.

Geometry

Plots specified points and draws sides to
complete a given polygon

Statistics

Solves comparison, sum and difference
problems using information presented in bar
charts, pictograms, tables and other graphs