

**Year 3 and 4 Numeracy Long term map Year 2024 2025 Updated Dec 24**

Week	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7
<b>Autumn (8+7)</b>	Settling in to new class	Number: Place Value (5 weeks)					Year 4 – Place Value continued (Roman Numerals and Rounding) Year 3 – Addition and Subtraction – Adding and subtracting 1s, 10s and 100s		Addition and Subtraction (5 weeks)					Multiplication and Division – Mental (1 week)	
		<i>Friday Lesson – Shape</i>										<i>Friday lesson – TTRockstars lessons (+Mental Add and subtract intervention)</i>			
<b>Spring (6+6)</b>	Multiplication and Division – Mental and Written methods (6 weeks)							Fractions (4 weeks)			(2 weeks) Year 3 – Revision of written methods and word problems Year 4 - Decimals				
	<i>Friday lesson – TTRockstars/X table facts</i>					<i>Friday lesson – TTRockstars/X table facts</i>									
<b>Summer (5+7)</b>	Money (3 weeks)		Year A – Length (Year 3 and Year 4) taught to both year groups Year B - Mass and Capacity (Year 3) taught to both year groups (2 weeks)					Year A – All Perimeter lessons (both Year 3 and 4) taught to both year groups Year B – All Position and Direction (Year 4) and Area (Year 4) taught to both year groups (2 weeks)		Time (3 weeks)		Statistics (1 week)	Last week of term		

\*Please note that these plans may change due to the speed and coverage needed for particular groups or children. They also may be taught in a different order depending on how it links with other curricular areas.

Objectives breakdown below - Year 3 Year 4

Coverage

Number- Place Value	Number – Addition and Subtraction
<p>Read and write numbers up to 1000 in numerals and in words.  <b>Read and write numbers up to 10000 in numerals and in words.</b></p> <p>Identify, represent and estimate numbers using different representations.</p> <p>Find 10 or 100 more or less than a given number. <b>Find 1000 more or less than a given number.</b></p> <p>Recognise the place value of each digit in a 3 digit number.  <b>Recognise the place value of each digit in a 4 digit number.</b></p> <p>Order and compare numbers to 1000.  <b>Order and compare numbers beyond 1000.</b></p> <p>Count from 0 in multiples of 50 and 100  <b>Count in multiples of 25 and 1000</b></p> <p>Solve number problems and practical problems involving these ideas.  <b>Solve number and practical problems that involve all of the above and with increasingly large positive numbers.</b></p> <p><b>Count backwards through zero to include negative numbers.</b></p> <p><b>Round any number to the nearest 10, 100 or 1000</b></p> <p><b>Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.</b></p>	<p>Add and subtract numbers mentally, including: a three digit number and ones; a three-digit number and tens; a three digit number and hundreds.</p> <p>Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction.  <b>Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.</b></p> <p>Estimate the answer to a calculation and use inverse operations to check answers.  <b>Estimate and use inverse operations to check answers to a calculation.</b></p> <p>Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.  <b>Solve addition and subtraction two step problems in contexts, deciding which operations and methods to use and why.</b></p>

Number – multiplication and division	Fractions	Fractions and Decimals
<p>Count from 0 in multiples of 4 and 8  <b>Count in multiples of 6, 7 and 9</b></p> <p>Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.  <b>Recall and use multiplication and division facts for multiplication tables up to <math>12 \times 12</math>.</b></p> <p><b>Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers. Find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths</b>  <b>Recognise and use factor pairs and commutativity in mental calculations.</b></p> <p>Write and calculate mathematical statements for multiplication and division using the multiplication tables they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods.  <b>Multiply two digit and three digit numbers by a one digit number using formal written layout.</b></p> <p>Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objectives.  <b>Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.</b></p>	<p>Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators.</p> <p>Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators.</p> <p>Compare and order unit fractions, and fractions with the same denominators.</p> <p>Solve problems that involve all of the above.</p> <p><b>Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number.</b></p> <p>Recognise and show, using diagrams, equivalent fractions with small denominators.  <b>Recognise and show, using diagrams, families of common equivalent fractions.</b></p> <p>Add and subtract fractions with the same denominator within one whole.  <b>Add and subtract fractions with the same denominator.</b></p>	<p>Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10</p> <p><b>Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.</b></p> <p><b>Recognise and write decimal equivalents of any number of tenths or hundredths.</b></p> <p><b>Recognise and write decimal equivalents to a quarter, half and three quarters</b></p> <p><b>Round decimals with one decimal place to the nearest whole number.</b></p> <p><b>Compare numbers with the same number of decimal places up to two decimal places.</b></p>

Measurement: Money	Geometry: Properties of Shapes	Measurement: Time	Measurement: volume and capacity (Y3)	Co-ordinates (Y4)	Statistics	Measurement – Length, Perimeter and Area
<p>Add and subtract amounts of money to give change using both £ and p in practical contexts.</p> <p><b>Estimate, compare and calculate different measures, including money in pounds and pence.</b></p> <p><b>Solve simple measure and money problems involving fractions and decimals to two decimal places.</b></p>	<p>Recognise angles as a property of shape or a description of a turn.</p> <p>Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle.</p> <p><b>Identify acute and obtuse angles and compare and order angles up to two right angles by size.</b></p> <p>Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.</p> <p><b>Identify lines of symmetry in 2D shapes presented in different orientations.</b></p> <p><b>Complete a simple symmetric figure with respect to a specific line of symmetry.</b></p> <p>Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3D shapes in different orientations and describe them.</p> <p><b>Compare and classify geometric shapes, including quadrilaterals</b></p>	<p>Tell and write the time from an analogue clock, including using Roman numerals and 12-hour and 24-hour clocks.</p> <p><b>Read, write &amp; convert time between analogue and digital 12 and 24 hour clocks.</b></p> <p>Estimate and read time with increasing accuracy to the nearest minute.</p> <p>Record and compare time in terms of seconds, minutes and hours.</p> <p><b>Convert between different units of measure eg hour to minute.</b></p> <p>Use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight.</p> <p>Know the number of seconds in a minute and the number of days in each month, year and leap year.</p> <p><b>Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days</b></p>	<p>Measure, compare, add and subtract: mass (kg/g); volume/capacity (l/ml).</p>	<p><b>Describe positions on a 2D grid as coordinates in the first quadrant.</b></p> <p><b>Describe movements between positions as translations of a given unit to the left/ right and up/ down.</b></p> <p><b>Plot specified points and draw sides to complete a given polygon.</b></p>	<p>Interpret and present data using bar charts, pictograms and tables.</p> <p><b>Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</b></p> <p>Solve one-step and two-step questions (for example, 'How many more?' and 'How many fewer?') using information presented in scaled bar charts and pictograms and tables.</p> <p><b>Solve comparison, sum and difference problems using information presented in bar charts, pictograms,</b></p>	<p>Measure, compare, add and subtract: lengths (m/cm/mm).</p> <p>Measure the perimeter of simple 2D shapes.</p> <p><b>Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</b></p> <p>Continue to measure using the appropriate tools and units, progressing to using a wider range of measures, including comparing and using mixed and simple equivalents of mixed units.</p> <p><b>Convert between different units of measure eg kilometre to metre.</b></p> <p><b>Find the area of rectilinear shapes by counting squares.</b></p>

	<b>and triangles, based on their properties and sizes.</b>	Compare durations of events (for example to calculate the time taken by particular events or tasks).			<b>tables and other graphs.</b>	
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