Year 3/4 Maths Long Term Plan - Autumn

Week	1	2	3	4	5	6	7	8	9	10	11	12
Curriculum Content	**Number- Place Value** Read and write numbers up to 1000 in numerals and in words. Identify, represent and estimate numbers using different representations. Find 10 or 100 more or less than a given number. **Find 1000 more or less than a given number.** Recognise the place value of each digit in a 3 digit number. **Recognise the place value of each digit in a 4 digit number.** Order and compare numbers to 1000. **Order and compare numbers beyond 1000.** Count from 0 in multiples of 50 and 100 **Count in multiples of 25 and 1000** Solve number problems and practical problems involving these ideas. **Solve number and practical problems that involve all of the above and with increasingly large positive numbers.** **Count backwards through zero to include negative numbers. Round any number to the nearest 10, 100 or 1000** **Round decimals with one decimal place to the nearest whole number.**				**Number – Addition and Subtraction** Add and subtract numbers mentally, including: a three- digit number and ones; a three-digit number and tens; a three digit number and hundreds. Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction. **Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.** Estimate the answer to a calculation and use inverse operations to check answers. **Estimate and use inverse operations to check answers to a calculation.** Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction. **Solve addition and subtraction two step problems in contexts, deciding which operations and methods to use and why.**				**Number – Multiplication and Division** Count from 0 in multiples of 4 and 8 **Count in multiples of 6, 7 and 9** Recall and use multiplication and division facts for the 2, 4 and 8 multiplication tables. **Recall and use multiplication and division facts for multiplication tables up to 12 × 12.** 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. **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.** 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* objects. **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.**		Consolidation
Ready to Progress Criteria	Y3 3NPV - 1 3NPV – 2 3NPV – 3 3NPV – 4 3NF – 1 (within Factual Fluency time)		Y4 4NPV – 1 4NPV – 2 4NPV – 3 4NPV - 4 4NF – 1 (within Factual Fluency time)		Y3 3NF – 3 3AS – 1 3AS – 2 3AS - 3 3NF – 2 (recap x2,5,10 and learn x4)		Y4 4NF - 3 4NF – 1 (within Factual Fluency time)		Y3 3MD – 1		Y4 4NF - 3 4MD – 1 4MD – 2 4MD - 3 4NF – 1 (within Factual Fluency time)	
Factual Fluency and Strategies	Y4 – 3NF-2, 4NF-1, 4MD-3 (Mastering Number at KS2) Recall x10/5/2/4/8 Multiplication facts to 12x12 Distributive Law											
	Y3 Aut 1 Revisit NSM Stage 5 and 6 to ensure secure in fluency of addition and subtraction facts that bridge 10.						Y3 Aut 2 X4 table, linking to x2 table. If secure in x4, move onto x8, linking to the x2/x4.					

Year 3/4 Maths Long Term Plan - Spring

Week	1	2	3	4	5	6	7	8	9	10	11	12
Curriculum Content	**Number – multiplication and division** 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. **Multiply two digit and three digit numbers by a one digit number using formal written layout.** 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. **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.** **Recognise and use factor pairs and commutativity in mental calculations.**		**Fractions** Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators. Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators. **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.** 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 **Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.** Recognise and show, using diagrams, equivalent fractions with small denominators. **Recognise and show, using diagrams, families of common equivalent fractions.** Add and subtract fractions with the same denominator within one whole. **Add and subtract fractions with the same denominator.** **Number – fractions** Compare and order unit fractions, and fractions with the same denominators. Solve problems that involve all of the above. **Recognise and write decimal equivalents of any number of tenths or hundredths.** **Recognise and write decimal equivalents to 1/4, 1/2, 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.**					**Measurement – Length, Perimeter and Area** Measure, compare, add and subtract: lengths (m/cm/mm). Measure the perimeter of simple 2D shapes. **Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres** 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. **Convert between different units of measure eg kilometre to metre.** **Find the area of rectilinear shapes by counting squares.**		Consolidation
Ready to Progress Criteria	Y3 3MD - 1	Y4 4NF - 2 4NF – 1 (within Factual Fluency time)	Y3 3F – 1 3F – 2 3F – 3 3F - 4				Y4 4F – 1 4F – 2 4F - 3 4NF – 1 (within Factual Fluency time)					
Factual Fluency and Strategies	Y4 – 4NF-1, 4MD-2, 4MD-3 (Mastering Number at KS2) Recall multiplication facts to 12 x 12, commutative law, distributive law											
	Y3 Spr 1 X8 table, linking to x2/x4 tables.						Y3 If secure in x4/x8, move onto x3 table.					

Year 3/4 Maths Long Term Plan - Summer

Week	1	2	3	4	5	6	7	8	9	10	11	12
Curriculum Content	**Geometry: Properties of Shapes** Recognise angles as a property of shape or a description of a turn. 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. **Identify acute and obtuse angles and compare and order angles up to two right angles by size.** Identify horizontal and vertical lines and pairs of perpendicular and parallel lines. **Identify lines of symmetry in 2D shapes presented in different orientations.** **Complete an simple symmetric figure with respect to a specific line of symmetry.** Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3- D shapes in different orientations and describe them. **Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.**		**Measurement: Money** Add and subtract amounts of money to give change using both £ and p in practical contexts. **Estimate, compare and calculate different measures, including money in pounds and pence.** **Solve simple measure and money problems involving fractions and decimals to two decimal places.**		**Statistics** Interpret and present data using bar charts, pictograms and tables. **Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.** 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. **Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.**		**Measurement: Time** Tell and write the time from an analogue clock, including using Roman numerals and 12-hour and 24-hour clocks. **Read, write & convert time between analogue and digital 12 and 14 hour clocks.** Estimate and read time with increasing accuracy to the nearest minute. Record and compare time in terms of seconds, minutes and hours. **Convert between different units of measure eg hour to minute.** Use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight. Know the number of seconds in a minute and the number of days in each month, year and leap year. **Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days** Compare durations of events (for example to calculate the time taken by particular events or tasks). **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.**		**Measurement: volume and capacity (Y3)** Measure, compare, add and subtract: mass (kg/g); volume/capacity (l/ml). **Co-ordinates (Y4)** **Describe positions on a 2D 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.**		Consolidation
Ready to Progress Criteria	Y3 3G – 1 3G - 2	Y4 4G – 1 4G – 2 4G - 3										
Factual Fluency and Strategies	Y4 – 4NF-1, 4MD-2 (Mastering Number at KS2) Recall multiplication facts to 12 x 12 Manipulative multiplication and division equations and apply commutative law.											
	Y3 Sum 1 X3/X6 Table – make links across the tables.						Y3 Sum 2 Secure x3/x6.					