

Year 4: Evidence Gathering Grid

Name:		Date/title/book:			Using & Applying
Number and place value	Pupils represent and explain the base ten of the number system, understanding how many 100s make a 1000. They can use this to work out how many 100s there are in other 4 digit multiples of 100.				
	Recognise the place value of each digit in a 4 digit number. Compose and decompose 4 digit numbers using standard and non-standardised partitioning.				
	Pupils place and identify numbers (up to ten thousand) on a number line (including scales in measures and statistics). They can show reasoning, identify the previous and next multiple of 1000 and 100 and round to the nearest multiple.				
	Divide 1000 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 100 with 2, 4, 5 and 10 equal parts.				
	Round any 3 digit number to the nearest 10, 100 and 1000.				
Number facts	Recall multiplication and division facts up to 12x12, and recognise products in these multiplication tables as multiples of the corresponding number.				
	Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100).				
Addition and Subtraction	Add and subtract up to four-digit numbers using columnar methods.				
	Choose the most efficient method, written or mental in different contexts (including extracting information from graphs, charts, tables and measuring scales), by looking at the numbers and justifying their decision.				
	Understand the inverse relationship between addition and subtraction, know how to find missing wholes and parts and know that addition is commutative whereas subtraction is not.				
Multiplication & Division	Multiply and divide whole numbers by 10 and 100 (keeping to whole numbers)				
	Multiply 3 digit by 1 digit using columnar methods.				
	Pupils represent and explain multiplication and division problems (involving times tables up to 12x12) in different contexts (including statistics) by looking at the numbers and justifying their decision.				
	Understand and apply the commutative property of multiplication.				
	Understand and apply the distributive property of multiplication.				
Fractions	Count up and down in hundredths and understand that hundredths arise when dividing an object by 100 and dividing tenths by 10.				
	Recognise and write decimal equivalents of any tenth or hundredth also including $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$.				
	Compare numbers up to 2 decimal places.				
Geometry	Draw polygons, specified by coordinates, and translate within the first quadrant.				
	Identify, compare and order acute, obtuse and right angles.				
	Pupils draw, describe and explain the properties of different triangles and quadrilaterals, including angles, sides, lines of symmetry and perimeter.				
	Identify lines of symmetry in 2D shapes presented in different orientations. Reflect shapes in a line of symmetry and complete a symmetric figure or pattern.				
Measure	Read, write and convert time between analogue and digital 12 hour and 24 hour clocks.				