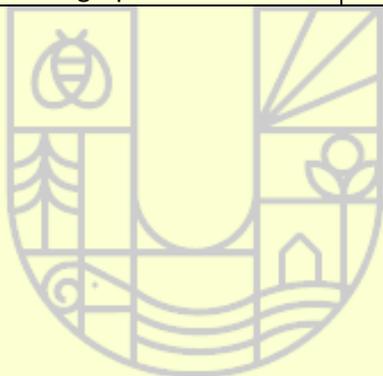


								Summary
Working at the expected standard								
Number and Place Value								
Count in multiples of 6, 7, 9, 25 and 1000.								
Count backwards through zero to include negative numbers.								
Recognise the place value of each digit in a four-digit number.								
Identify, represent and estimate numbers using different representations beyond 1000.								
Order and compare numbers beyond 1000.								
Round any number to the nearest 10, 100 or 1000.								
Number – Addition and Subtraction								
Add and subtract numbers up to 4 digits, using an empty number line (mental) and formal written methods (column) where appropriate.								
Estimate the answer to a calculation and use inverse operations to check answers.								
Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.								
Number – Multiplication and Division								
Recall multiplication and division facts for multiplication tables up to 12 x 12.								
Multiply whole numbers with up to 3 digits by a one-digit number using an empty array, an empty number line and formal method.								
Divide whole numbers with up to 3 digits by a one-digit number using an empty array and an empty number line.								
Number – Fractions and Decimals								
Recognise and show, using diagrams, families of common equivalent fractions.								
Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.								
Recognise the place value of each digit in a decimal number (up to 2dp).								
Represent and compare numbers with the same number of decimal places (up to 2dp).								
Round decimals with one decimal place to the nearest whole number.								
Solve simple measure and money problems involving fractions and decimals to two decimal places.								
Measurement								

Convert between different units of measure [for example, kilometre to metre; hour to minute].								
Read, write and convert time between analogue and digital 12 and 24 hour clocks.								
Geometry – Properties of Shape								
Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.								
Identify acute and obtuse angles and compare and order angles.								
Identify lines of symmetry in 2-D shapes presented in different orientations.								
Geometry – Position and Direction								
Plot specified points and draw sides to complete a given polygon.								
Describe positions on a 2D grid as coordinates.								
Statistics								
Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.								



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