Year 4 Maths Knowledge Organisers Summer

	eek 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Half	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
<u>Pla</u> <u>va</u>	OPs ace lue	<u>M</u> ı	<u>ultiplicat</u>	<u>ion</u>	Measu	<u>rement</u>	Position and direction	f term	;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;	<u>Statistics</u>		Money		sessmer nsolidati	·





- ▶ Place value
- ➤ Ones
- **≻** Tens
- **➤** Hundreds
- **➤** Thousands
- > Twenty
- > Thirty
- > Forty
- > Fifty
- ➤ Sixty seventy
- ➤ Eighty
- ➤ Ninety
- ➤ Negative numbers

Count in 50s (link with 5s)

Count in 50s (link with 5s							
50	250	450					
100	300	500					
150	350	550					
200	400	600					

1000 more or less

1. Identify the thousand digit (E.g. 5432 is 5 thousand)

ThHTO

5 4 3 2

2. Add 1 to 5, which means 1000 + 5000 = 6000(1000 more than 5432 = 6432)

ThHTO

Y3 find 1, 10 or 100 more 4 3 2 same way with numbers less than 1000

Recognise the value of digits

What is the value of 2?

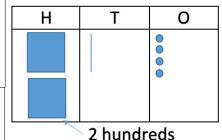
214

Label the HTO

HTO

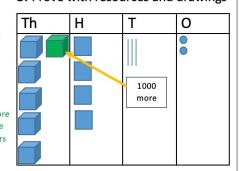
214

- There are 2 hundreds so the value is 200
- Use resources to prove it



Y4 to the same but with thousands.

3. Prove with resources and drawings

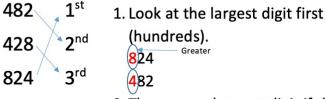


Ordering

Order from largest to smallest what is greater

428

482



2. Then go to the next digit if the first digit is the same.

265

0000

000

164

Y4 ordering process is the same but includes thousands. Children can use resources in school to prove it.

of ways

38

265

284

Greater

Place Value

Y3/4

23

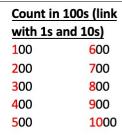
164

38

+ 23

61

Represent numbers in a variety



than what.

Children can use Roman Numerals Y4 objective resources to prove I = 1

V = 5Visited

X = 10X-Factor's

L = 50Last

C = 100Champion

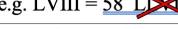
You cannot have more than 3 of the same letter in a row

e.g. III



V and L can only be used one time in a number.

e.g. LVIII = 58 LVIII



Rounding to the nearest 10, 100 or 1000

Round 589 to the nearest ten.

Identify the tens

The same process is for rounding to the nearest 100 and 1000

5(8)9

 \checkmark Look at the digit beside the tens

Rounding rhyme – 0,1,2,3,4 stays the number before 5,6,7,8,9 rounds up on the number

So, rounding 589 to the nearest ten will mean it will round up on the number line because of the 9 digit in the ones. Rounded up

589 rounded to the nearest 10 = 5(9)0

\$84 would round down as the 4 means it is close to 580

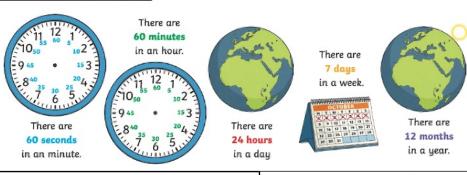


- Time
- Analogue
- Digital
- Hours
- Minutes
- Seconds
- O'clock
- Half past
- Quarter past/to
- Midday
- Am and pm

What is time?

Time is what is happening and what has happened. It can be measured using clocks.

How we measure time?



There are 24 hours in a day.



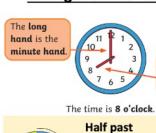
Time Y3/4

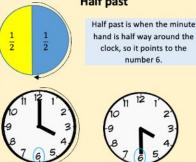


The short

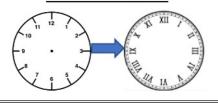
hand is the

Telling the time - o'clock





Roman numerals



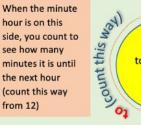
Minute Hand

The long hand points to the minutes past the hour.

Hour Hand

The short hand points to the hour. If this hand is pointing between the hours, it is the earlier hour of the two.

Past and to (5 minute intervals)



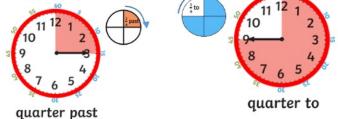
9

When the minute hour is on this side, you count to see how many minutes it is past the last hour (count in 5s this way from 12)



past

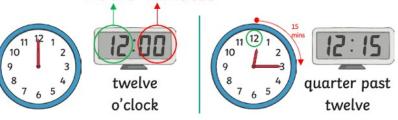
Quarter past and to





Hours minutes

Digital and analogue



- > Add
- Plus
- > Total
- > Sum
- Altogether
- > Equals
- Digit
- > Tens
- Ones
- ➤ Hundreds
- Subtract
- Minus
- > Take away
- Regroup

Estimate

598 + 242

Close to 600

600 + 242 = 842

close to 842.

So the answer will be

Add and subtract mentally

1.3 digit and ones

Circle the ones and subtract

$$384 - 3 = 381$$

 $4 - 3 = 1$

2. 3-digits and tens Circle the tens and add 839 + 60 = 899

$$3 + 6 = 9$$

3. 3-digit and hundreds
Circle the hundreds
649 – 400 = 249

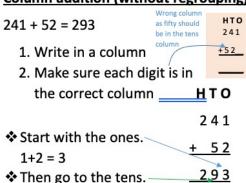
$$6 - 4 = 2$$

Prove all with resources and drawings in school. E.g.

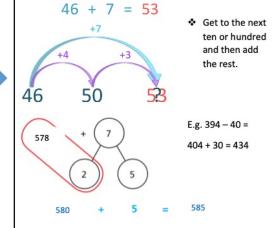
$$243 - 30 = 213$$



Column addition (without regrouping)



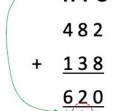
Mental addition and subtraction bridging



Addition and subtraction Y3/4

Column addition (with regrouping)

- 1. Start with ones, 2 + 8 = 10 So regroup by carrying The 1 to the tens column
- 2.8 + 3 + 1 = 12 Don't forget to add the 1 That you regrouped!



Column subtraction (without regrouping)

$$875 - 254 = 621$$
See the steps in column addition (without regrouping)
$$- 254$$

$$621$$

Column subtraction (with regrouping)

- ➤ Start with ones, 5 7, you cannot do so regroup by taking one ten from the 7, leaving 6 tens, and put in the ones column to make 15. 15 6 = 9
- ➤ Next, the tens. 6 8, you cannot do so regroup by taking one of the hundreds, leaving 7 hundred, and put it in the tens column to make 16.

$$16 - 8 = 8$$

 \triangleright Finally, 7-2=5



589

You cannot do 5 —
7 so go to the tens
column. Take a ten
to leave 6 tens and
make 15 in the
ones column.



- Multiply
- Multiplication
- Lots of
- Times
- Division
- Grouping
- Sharing
- Arrays

What are times tables?

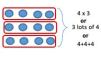
Times tables is when you add the same number multiple times.

Multiplier

Here we start with 3 and we have 3 four times (3+3+3+3).

You can draw and make this as shown below.





HT0

X 1 3

9 7 2

HT0

X 13

972

3240 4212

4 lots of 3 or 3 x 4

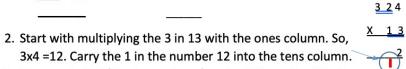
Column multiplication

324 x 13

1. Write the calculation in a column. Make sure the digits are in the correct column. HT0







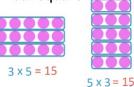
- 3. Move onto 3x2 (the tens column) and add the extra 1 that you HT0 carried. 3x2=6, add 1=7 <u>3 2</u> 4
- 4. Then, 3x3 (in the hundreds column), which is 9
- 5. You have multiplied the 3 in 13, now move onto the 1 ten in 13.
- 6. Put a zero (0) in the ones column as we are x by 10 not 1.
- 7. Then follow the same process described in the previous Steps but multiplying each digit by 1 instead (1x4,1x2,1x3)
- 8. Finally, 972 + 3240 = 4212. Use the column method (see the addition and subtraction KO for support)

Commutative Law

You can multiply in any order to get the same answer. This only differs the way the number is grouped (see what are times tables).







Both equal 15

Apply times tables

If you know $2 \times 8 = 16$, then you know...

$$2 \times 8 = 16$$

Top tip – look at the number of zeros. This tells you if you need to write any zeros in your answer In total, 20 and 80 have 2 zeros

20 x 80 = 1600←

Important facts

- Anything x0 is always 0 as vou do not have any groups.
- E.g. 20x0=0 185x0=0
- Dividing by 1 leaves the number unchanged
- E.g. 35÷1=35 124÷1=124

Multiplication and, division Y3/4

Times tables - click the links for the songs

- 3x https://youtu.be/QYiK5a40z_8
 - 4x https://youtu.be/JO66NtuQ e8
 - 6x https://youtu.be/aXITq56os1o
 - 7x https://youtu.be/hsM4FRWJ5yl
 - 8x https://youtu.be/yGeJKWQ_e2Y
- 9x https://youtu.be/dEogUYtuiBq

Inverse

Division is the opposite of multiplication.

So, if you understand that 5x4=20, then you know:

100x greater

20 has a 0

1 zero as

$$20 \div 4 = 5$$
 and $20 \div 5 = 4$

This is because you can divide by grouping the numbers (i.e. counting using the times tables)

20 ÷ 5 simply means: how many 5s are in 20? 5, 10, 15, 20



20 ÷ 4 simply means: how many 4s are there in 20? 4, 8, 12, 16, 20



- Fractions
- Denominator
- Numerator
- Equivalent
- Bar model
- **Parts**
- Equal
- **Tenths**
- Half
- Quarters
- Thirds
- Decimal place (DP)

Round decimals to the nearest whole number

Rounding rhyme – 0,1,2,3,4 stays the number before

> 5,6,7,8,9 rounds up on the number line



Click here to

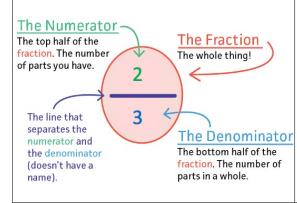
return to

selection

page

- 1. Look at the first DP
- 2. The digit is a 7 so it must round up to 5 as it is closer to 5.
- $4.73 \rightarrow 5$

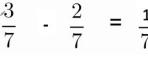
What is a fraction?



Adding and subtracting fractions

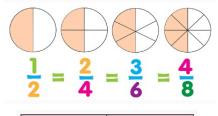
You do not add or subtract the denominator as this just tells you how many parts there are.

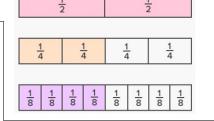
$$\frac{3}{7} + \frac{2}{7} = \frac{3}{7}$$
 $\frac{3}{2} - \frac{2}{2} = \frac{1}{2}$



Equivalent fractions

Fractions that have the same value.





Fractions and decimals Y3/4

Fractions of an amount Rule - Divide by the bottom, times by the top. Find $\frac{1}{2}$ of 8. Divide by 2 (count

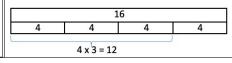
4 and then times by the top

 $4 \times 1 = 4$



Find $\frac{3}{4}$ of 16.

1. Divide by the bottom. $16 \div 4 = 4$



Look at the first DP. Which is larger? Compare decimals

Which is larger: 0.73 or 0.39?



0.73 is larger as 7 is greater than 3

Count in tenths

Tenths means dividing by 10.

$$\frac{1}{10} = 0.1$$

$$\frac{2}{0} = 0.2$$

$$\frac{3}{0} = 0.3$$

$$\frac{4}{10} = 0.4$$

$$\frac{5}{10} = 0.5$$

$$\frac{6}{0} = 0.6$$

$$\frac{7}{10} = 0.7$$



$$\frac{9}{10} = 0.9$$

Counting in hundredths

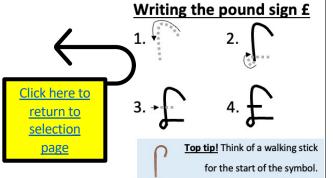
Hundredths means dividing by 100.

$$\frac{1}{100} \quad \frac{2}{100} \quad \frac{3}{100} \quad \frac{4}{100} \quad \frac{5}{100} \quad \frac{6}{100}$$

$$\frac{7}{100}$$

$$\frac{1}{100} = 0.01$$
 $\frac{2}{100} = 0.02$

- ➤ Money
- ➤ Pence/penny
- ➤ Pound (£)
- **>** Value
- **≻** Time
- ➤ Seconds
- ➤ Minutes
- ➤ Hours
- ➤ Day
- ➤ Week
- ➤ Month
- ➤ Year
- ➤ January
- > February
- ➤ March
- > April
- ➤ May
- ➤ June July August
- **>** September
- ➤ October
- ➤ November
- ➤ December



Value of coins





two

pence coin



five

pence coin



ten

pence coin





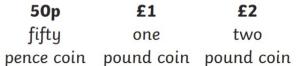








£2 two

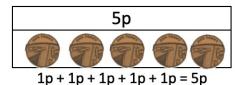


Adding coins

1p

one

penny coin



Children physically use coins to add.







Measurement Y1-3/4

Value of notes

twenty

pence coin

SJB



£5 5 pound









£50 50 pound

Finding change

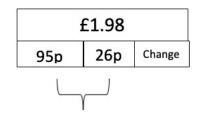
26p



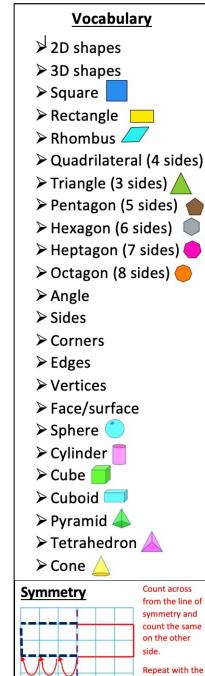


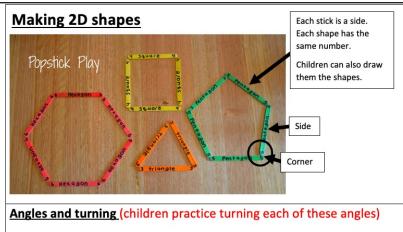
What is the change if I pay with £1.98

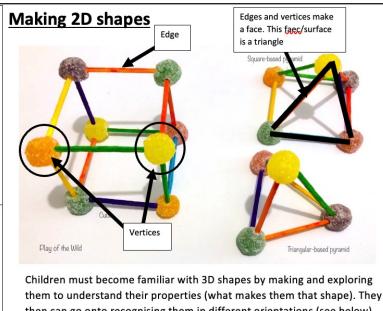
1. Draw bar model



- 2. Add prices 95 + 26 = 121
- 3. Subtract 198p 198 - 121 = 77p







then can go onto recognising them in different orientations (see below).









Types of lines

Count across

from the line of

symmetry and

count the same

Repeat with the

on the other

rest of the

shape.

side.

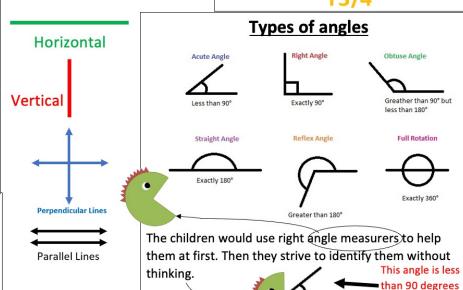
https://youtu.be/0Q JJNXXDzE

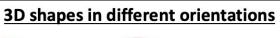


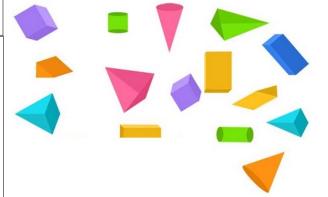
Y3/4

so it is an acute

angle.



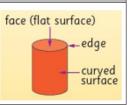




Once children know the properties, they can justify how they know what each shape is.

Flat and curved faces/surfaces

A curved surface wraps around An edge as there is no vertex.





- ➤ Bar charts
- ▶ Pictograms
- **≻**Tables
- ➤ Line graphs
- **≻**Scale
- >X-axis
- ➤ Y-axis
- **≻** Data

Any graph, chart or table displays data (information)

Tables and tally charts

Method of Travel	Tally	Frequency
Walk	##1	9
Bike	III	3
Car	JHT 1	6
Bus	##T##T	12
	TOTAL	30

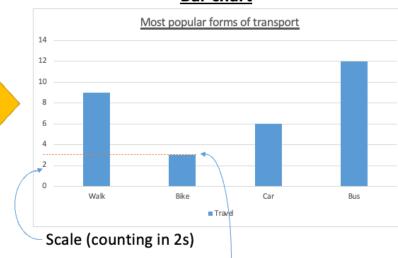
Tally charts are used to organise a value in the table. E.g. IIIIIIIIIII This takes a while to recognise the value; whereas IMI IMI is 13.

Sunday

Statistics Y3/4

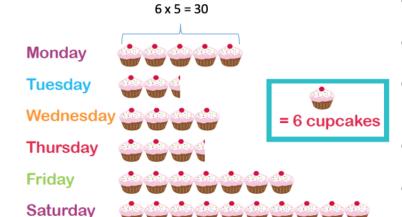


Bar chart

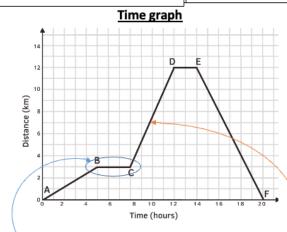


- To interpret a bar chart, children must draw a line to check the value of a bar.
- To draw a bar chart, the children must decide on a suitable scale, make sure the bars are an equal distance apart and the same thickness.

Tables and tally charts



- Children must decide on a suitable scale (in this case, it is 6)
 - Splitting a picture in half means it is half the value (e.g. = 3)
 - Questions may ask which day was most cupcakes sold. The pictogram shows Saturday was the most.
 - Use times tables to calculate the total (e.g. Saturday = 10 x 6 = 60)
 - Alternatively, a question may ask for the difference between Saturday and Tuesday.
 Saturday = 60 Tuesday = 6x2 then + 3 = 15
 - 60 15 = 45 cupcakes



- A straight horizontal line means that time is passing but the distance remains the same (no movement).
- A rapid jump up means there is lots of movement as very little time passes but lots of distance is covered.
- Children must understand the more something moves to the right, it impacts the x-axis; the more something rises or falls, the more the y-axis is impacted.

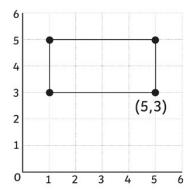


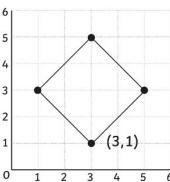
- ➤ Money
- ➤ Pence/penny
- ➤ Pound (£)
- **≻** Value
- **≻**Time
- ➤ Seconds
- **➤** Minutes
- ➤ Hours
- ▶ Day
- ➤ Week
- ➤ Month
- ➤ Year
- **>** January
- > February
- ➤ March
- ➤ April
- ➤ May
- > June July August
- **>** September
- ➤ October
- ➤ November
- ➤ December



Shapes on graphs

Each vertex (corner) of a 2D polygon can be represented as a coordinate on a 2D grid.





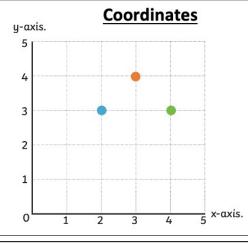
Position and Direction

Y3/4



Top Tip!

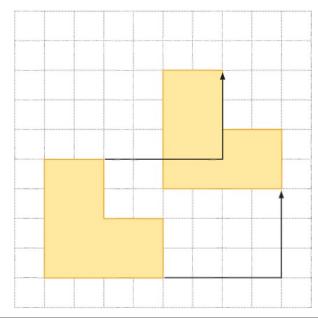
Along the corridor and up the stairs!



Translation

In maths, translation means moving an object on a grid. The object is moved without changing the size, turning or reflecting it.

When translating an object on a grid, it can move up or down, left or right.



Coordinates are a useful way to locate a position on a map or grid.

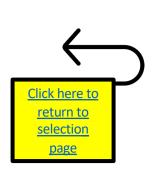
The numbers across the horizontal line of the grid are on the x-axis.

The numbers on the vertical line of the grid are on the **y-axis**.

We always read or write the number on the x-axis before the y-axis.

The x and y position are written in brackets with a comma.

The coordinate of the blue spot is (2, 3).



- Measure
- Compare
- Add
- Subtract
- Mass
- Volume
- Millilitres (ml)
- Litres (I)
- Kilograms (kg)
- Grams (g)
- Metres (m)
- Centimetres (cm)
- Millimetres (mm)
- Perimeter

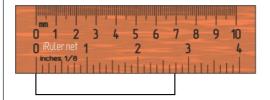
Money

£1.32=132p

Do not write both £ and p

e.g. £1.32p

Using a ruler



- Place the zero on the ruler in line with the place you ae starting
- 2. Make sure the ruler is straight
- 3. Count along

Selecting equipment and units

Large spaces you must us trundle wheels to measure in metres

e.g. The playground





Any object longer then 30cm but shorter them 1m should be measured with a ruler



Anything less then 30cm should be measured with a ruler



Measurements

100cm

Conversion

1000g

1000ml

÷1000

×1000

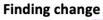
÷1000

×1000

÷100

×100









÷1000

÷1000

÷100

12m

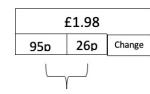
3000g

4000ml

1200cm

What is the change if I pay with £1.98

1. Draw bar model



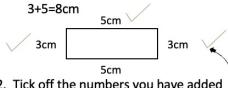
- 2. Add prices 95 + 26 = 121
- 3. Subtract 198p 198 – 121 = 77p

Perimeter

Perimeter is the distance around a shape. You must add up all of the lengths to calculate it

e.g. 5cm 3cm 5cm

1. Add the first 2 numbers

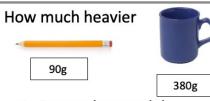


2. Tick off the numbers you have added and add the next number

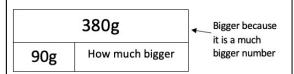
8 + 3 = 11cm

3. Add the final number

11+5 = 16cm



1. Draw a bar model



2. Subtraction 380 - 90 = 290

