## **MathsBeat**

## Year 4 Long-term plan

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
	Unit 1: Number and place value		Unit 2: Addition and subtraction		Unit 3: Geometry: properties of shapes		Unit 4: Multiplication and division		Unit 5: Fractions		Unit 6: Measurement	
Term 1	(Represent, read, write, round and compare numbers up to 10 000)		(Reasoning and problem solving with addition and subtraction: 3-digit numbers)		(Making and comparing 2D shapes; making symmetrical shapes)		(Making connections between multiplication facts; multiplying larger numbers)		(Decimals as numbers; decimals in context)		(Solving problems involving mixed measures and time)	
	Unit 7: Number and place value	: Unit 8: Addition and er subtraction ce		Unit 9: Geometry: position and direction	Unit 10: Measurement	Unit 11: M and d	ultiplication ivision	Unit 12	: Fractions	Unit 13: Statistics	Consol	idation
Term 2	(Round and solve word problems)	(Reasoning and problem solving with addition and subtraction: 4-digit numbers)		(Positions and translations on coordinate grids of labelled squares)	(Area and perimeter of rectangles and rectilinear shapes)	(Deve) multiplicatic using the dis	loping on strategies; tributive law)	(Are these fractions equal? Adding and subtracting fractions with the same denominator)		(Represent and summarize data collected over time)		
	Unit 14: Number and place value	Unit 15: Measure- ment	Unit 16: Addition and subtraction	Unit 17: Multiplication and division	Unit 18: Geometry: properties of shapes	Unit 19: Statistics	Unit 20: Geometry: position and direction	Unit 21	: Fractions	Unit 22: Problem solving	Consol	idation
ierm 3	(Compare and order numbers)	(Converting between units of measure- ment)	(Reasoning and problem solving with addition and subtraction)	(Factors and commutativity)	(Identifying, ordering and comparing angles)	(Collect, represent and summarize data)	(Using coordinate grids)	(Cald fraction of a decir dividin	culating al amounts whole; nals and g by 10 or L00)	(Problem solving in contexts)		