

Barkisland CE VA Primary School



Maths Targets

Stage 4



Number and Place Value

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| 1. Count in multiples of 6, 7, 9, 25 and 1,000. | | | | | | |
| 2. Find 1,000 more or less than a given number. | | | | | | |
| 3. Count backwards through 0 to include negative numbers. | | | | | | |
| 4. Recognise the place value of each digit in a 4-digit number (1,000s, 100s, 10s, and 1s). | | | | | | |
| 5. Order and compare numbers beyond 1,000. | | | | | | |
| 6. Identify, represent and estimate numbers using different representations. | | | | | | |
| 7. Round any number to the nearest 10, 100 or 1,000. | | | | | | |
| 8. Solve number and practical problems that involve all of the above and with increasingly large positive numbers. | | | | | | |
| 9. Read Roman numerals to 100 (I to C) and now that over time, the numeral system changed to include the concept of 0 and place value. | | | | | | |

Addition and Subtraction

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| 10. Add numbers with up to 4 digits using the formal written methods of columnar addition where appropriate. | | | | | | |
| 11. Subtract numbers with up to 4 digits using the formal written methods of subtraction where appropriate. | | | | | | |
| 12. Estimate and use inverse operations to check answers to a calculation. | | | | | | |
| 13. Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. | | | | | | |

Multiplication and Division

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| 14. Recall multiplication and division facts for multiplication tables up to 12×12 . | | | | | | |
| 15. Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together 3 numbers. | | | | | | |
| 16. Recognise and use factor pairs and commutativity in mental calculations. | | | | | | |
| 17. Multiply 2-digit numbers by a 1-digit number using formal written layout. | | | | | | |
| 18. Multiply 3-digit numbers by a 1-digit number using formal written layout. | | | | | | |
| 19. Divide 2-digit numbers by a 1-digit number using formal written layout. | | | | | | |
| 20. Divide 3-digit numbers by a 1-digit number using formal written layout. | | | | | | |
| 21. Solve problems involving multiplying and adding, including using the distributive law to multiply 2-digit numbers by 1 digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects. | | | | | | |

Statistics

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| 22. Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. | | | | | | |
| 23. Solve comparison, sum and different problems using information presented in bar charts, pictograms, tables and other graphs. | | | | | | |

Fractions

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| 24. Recognise and show, using diagrams, families of common equivalent fractions. | | | | | | |
| 25. Count up and down in hundredths; recognise that hundredths arise when dividing an object by 100 and dividing tenths by 10. | | | | | | |
| 26. 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. | | | | | | |
| 27. Add and subtract fractions with the same denominator. | | | | | | |
| 28. Recognise and write decimal equivalents of any number of tenths or hundredths. | | | | | | |
| 29. Recognise and write decimal equivalents of any number of tenths or hundredths. | | | | | | |
| 30. Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$. | | | | | | |
| 31. Find the effect of dividing a one or two digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths. | | | | | | |
| 32. Round decimals with 1 decimal point to the nearest whole number. | | | | | | |
| 33. Compare numbers with the same number of decimal places up to 2 decimal places. | | | | | | |
| 34. Solve simple measure and money problems involving fractions and decimals to 2 decimal places. | | | | | | |

Measurement

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| 35. Convert between different units of measure (e.g. kilometre to metre; hour to minute). | | | | | | |
| 36. Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. | | | | | | |
| 37 Find the area of rectilinear shapes by counting squares. | | | | | | |
| 38. Estimate, compare and calculate different measures, including money in pounds and pence. | | | | | | |
| 39. Read, write and convert time between analogue and digital 12 and 24 hour clocks. | | | | | | |
| 40. Solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days. | | | | | | |

Shape

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| 41. Compare and classify geometric shapes, based on their properties and sizes. | | | | | | |
| 42. Compare and classify quadrilaterals based on their properties and sizes. | | | | | | |
| 43. Compare and classify triangles based on their properties and sizes. | | | | | | |
| 44. Identify acute and obtuse angles and compare and order angles up to 2 right angles by size. | | | | | | |
| 45. Identify lines of symmetry in 2D shapes presented in different orientation. | | | | | | |
| 46. Complete a simple symmetric figure with respect to a specific line of symmetry. | | | | | | |
| 47. Describe positions on a 2D grid as coordinates in the first quadrant. | | | | | | |
| 48. Describe movements between positions as translations of a given until to the left/right and up/down. | | | | | | |
| 49. Plot specified points and draw sides to complete a given polygon. | | | | | | |

