

NYCC - APP Grid Curriculum 2014 Year 3 and 4 (page 1 of 2)

Strand	Yr3	Yr4
NUMBER: Number and place value		
Counting	count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number	count in multiples of 6, 7, 9, 25 and 1000 find 1000 more or less than a given number count backwards through zero to include negative numbers
Read and write numbers	read and write numbers up to a 1000 in numerals and in words	read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value
Comparing and ordering numbers	compare and order numbers up to 1000	order and compare numbers beyond 1000
Place value <i>(see also fractions, decimals & percentage)</i>	recognise the place value of each digit in a three-digit number (hundreds, tens, ones)	recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)
Identify, represent, estimate & round	identify, represent and estimate numbers using different representations	identify, represent and estimate numbers using different representations round any number to the nearest 10, 100 or 1000
Solve problems	solve number problems and practical problems involving these ideas	solve number and practical problems that involve all of the above and with increasingly large positive numbers
NUMBER: Addition, Subtraction, Multiplication and Division		
Addition, subtraction, multiplication and division	add and subtract numbers mentally, including: a three-digit number and ones; a three-digit number and tens ; a three-digit number and hundreds add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods	add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers multiply two-digit and three-digit numbers by a one-digit number using formal written layout
Derive and recall $+ - \times \div$	recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	recall multiplication and division facts for multiplication tables up to 12×12
Prime numbers and factors		recognise and use factor pairs and commutativity in mental calculations
Solving problems	solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects	solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects
Checking	estimate the answer to a calculation and use inverse operations to check answers	estimate and use inverse operations to check answers to a calculation
NUMBER: Fractions (including decimals and percentages)		
Recognise and find fractions	recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators	
Count, compare and order Place value and rounding	count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 compare and order unit fractions, and fractions with the same denominator	count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten compare numbers with the same number of decimal places up to two decimal places 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 round decimals with one decimal place to the nearest whole number
Equivalence	recognise and show, using diagrams, equivalent fractions with small denominators	recognise and show, using diagrams, families of common equivalent fractions recognise and write decimal equivalents of any number of tenths or hundredths recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$
Calculating	add and subtract fractions with the same denominator within one whole (e.g. $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$)	add and subtract fractions with the same denominator
Solve problems	solve problems that involve all of the above	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 solve simple measure and money problems involving fractions and decimals to two decimal places

NYCC - APP Grid Curriculum 2014 Year 3 and 4 (page 2 of 2)

Strand	Yr3	Yr4
MEASUREMENT		
Estimate, measure, weigh, compare and convert units	measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	convert between different units of measure (e.g. kilometre to metre; hour to minute) estimate, compare and calculate different measures, including money in pounds and pence
Perimeter, area, volume and capacity	measure the perimeter of simple 2-D shapes	measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres find the area of rectilinear shapes by counting squares
Money	add and subtract amounts of money to give change, using both £ and p in practical contexts	
Time	tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o' clock, a.m./p.m., morning, afternoon, noon and midnight know the number of seconds in a minute and the number of days in each month, year and leap year compare durations of events (for example to calculate the time taken by particular events or tasks)	read, write and convert time between analogue and digital 12 and 24-hour clocks solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days
GEOMETRY: Properties of shapes; position and direction		
Properties of shapes	draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them recognise angles as a property of shape or a description of a turn identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle identify horizontal and vertical lines and pairs of perpendicular and parallel lines	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 up to two right angles by size identify lines of symmetry in 2-D shapes presented in different orientations complete a simple symmetric figure with respect to a specific line of symmetry
Position, direction, motion		describe positions on a 2-D grid as coordinates in the first quadrant describe movements between positions as translations of a given unit to the left/right and up/down plot specified points and draw sides to complete a given polygon
STATISTICS		
	interpret and present data using bar charts, pictograms and tables solve one-step and two-step questions (e.g. 'How many more?' and 'How many fewer?') using information presented in scaled bar charts and pictograms and tables	interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs

Strand	Emerging	Meeting Expectations	Exceeding Expectations
NUMBER: Number and place value			
NUMBER: Addition, Subtraction, Multiplication and Division			
NUMBER: Fractions (including decimals and percentages)			
MEASUREMENT			
GEOMETRY: Properties of shapes; position and direction			
STATISTICS			
Overall	Y3 emerging; 17 points	Y3 expecting; 18 points	Y3 exceeding; 19 points
	Y4 emerging; 20 points	Y4 expecting; 21 points	Y4 exceeding; 22 points

