Broadmayne First School Year Four Milestones

Unit	Milestones
Place Value: Count	• I can count in multiples of 6, 7, 9, 25 and 1000 • I can count forwards and backwards from any given multiple of 1000, up to 10,000 • I can count backwards through zero to include negative numbers • I can read Roman Numerals up to 100 and I know that our number system has changed over time to include zero and place value
Place Value: Represent	• identify, represent, partition and estimate numbers using different representations up to 10,000 • I can flexibly partition numbers up to 10,000
Place Value: Use and Compare	• I can find 1,10,100,1000 more or less than a given number • I can identify and estimate numbers on a number line up to 10,000 • I can compare and order numbers to 10,000 • I can read, write, add and and subtract Roman numerals
Place Value: Problems / Rounding	• I can round a given number to the nearest 10,100, 1000 • I can solve number and practical problems that involve all of the above and with increasingly large positive numbers
Addition and Subtraction: Calculations	• I can add and subtract two four digit numbers with no exchange • I can add and subtract two four digit numbers with one exchange
Addition and Subtractions: Problems	• I can choose efficient strategies to solve two step calculation problems • I can estimate answers to support solving calculation problems and use the inverse to check my answers
Multiplication and Division: Recall / Use	• I can count in multiples of 3, 6 and 9 • I can multiply and divide by 3, 6 and 9 • I can count in multiples of 7 • I can multiply and divide by 7 • I can count in multiples of 11 • I can multiply and divide by 11 • I can count in multiples of 12 • I can multiply and divide by 12 • I can multiply and divide by 1 and 0

	• I can multiply 3 numbers
Multiplication and Division: Calculations	• I can multiply two-digit and three-digit numbers by a one-digit number using formal written layout • I can tell you that when 2 numbers are multiplied together to make a product, both numbers that were multiplied are called the factors - I can find factor pairs of a given number • I can scale facts by 10 and 100 and use these related facts to solve calculations
Multiplication and Division: Problems	• I can 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
Fractions: Recognise and write	• I can count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. • I can count in fractions for numbers greater than one • I can partition a mixed number
Fractions: Compare	• I can compare and order a mixed number • recognise and show, using diagrams, families of common equivalent fractions • I can find equivalent fractions • I can convert mixed numbers into improper fractions • I can convert improper fractions into mixed numbers
Fractions: Calculations	• I can add and subtract fractions with the same denominator • I can subtract from mixed numbers
Fractions: Solve problems	• I can 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
Decimals: Recognise, write and compare	• I can count in tenths as decimals • I can multiply and divide a one and two digit by 10 and 100 • I can represent hundredths as decimals • I can make a whole with tenths and hundredths • I can flexibly partition decimals • I can compare and order decimals • I can round to the nearest whole number • I can find halves and quarters as decimals
Fractions, Decimals	• I can solve simple measure and money problems involving fractions and decimals to two decimal places
Using Measures:	• I can convert between different units of measure [for example, kilometre to metre; hour to minute] • I can estimate, compare and calculate different measures eg I know 1000 metres is equivalent to 1 Km and can use this to solve calculation problems

Money:	• I can write money using decimals • I can convert between pounds and pence • I can compare amounts of money • I can estimate with money • I can calculate and solve problems with money
Time:	• I can read, write and convert time between analogue and digital 12- and 24-hour clocks • I can solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days
Perimeter and area	• I can use my knowledge of Km and m to work out perimeters on a grid • I can find the perimeter of rectangles and rectilinear shapes. I can find missing measurements on a rectilinear shape • I can find the perimeter of polygons
Geometry: 2D shapes	• I can compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes • I can identify regular and irregular polygons • I can identify lines of symmetry in 2-D shapes presented in different orientations
Angles and lines	• I can tell identify acute, obtuse and right angles • I can compare and order angles • I can identify scalene, isosceles, equilateral triangles • I can find lines of symmetry in any orientation within any 2D shape • I can complete a symmetrical figure
Position and Direction:	• I can describe positions on a 2-D grid as coordinates in the first quadrant • I can describe movements between positions as translations of a given unit to the left/right and up/down • I can plot specified points and draw sides to complete a given polygon • I can draw 2D shapes on a grid • I can translate on a grid • I can describe translation on a grid
Statistics: Present and interpret data	• I can interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs • I can find the difference when interpreting a pictogram, bar chart or table • I can draw a line graph
Statistics: Solve statistical data	• I can solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs