

LEVEL 4 MATHS



NUMBER



Whole Numbers:

I can.....

- * Understand the meaning of place value without decimals
- * Multiply and Divide by powers of 10 confidently
- * Order a list of whole numbers from smallest to largest & largest to smallest

Mental Calculations

I can.....

- * Multiply two single-digit numbers together confidently
- * Use my knowledge of number bonds to divide a number by a single digit number
- * Confidently add together two numbers, each of two digits
- * Subtract one number from another, including 'bridging of units'

Pen & Pencil methods

I can....

- * Add together 2 three-digit numbers using a pencil and paper
- * Subtract a three-digit number from another three-digit number
- * Use a method (any one will do) to multiply together 2 two-digit numbers
- * Use any method to divide a two-digit number by a single digit number
- * Understand what is meant by a decimal number
- * Add and Subtract two numbers with decimals
- * Confidently use a calculator to work out the answer to calculations

Fractions and percentages

I can....

- * Understand what is meant by a fraction of
- * Understand that a percentage is a fraction out of 100



ALGEBRA



Sequences

I can.....

- * Draw the next diagram to continue a visual sequence
- * Find a pattern of numbers and describe the difference between terms
- * Understand the difference between a factor and a multiple
- * Describe what makes a prime number special
- * Describe what a square number is, write the pattern of square numbers

Formulae

I can.....

- * Turn a phrase into a mathematical problem that can be solved
- * Turn a practical situation into a mathematical problem that can be solved (cooking time)
- * Make a number chain using a formula that I have made up (double each number and subtract five to find the next number)

Co-Ordinates

I can....

- * Understand the difference between the x axis and the y axis
- * Describe the position of something on a grid using a horizontal and vertical distance as a pair of co-ordinates
- * Play battleships!



SHAPE & SPACE



Measures

I can....

- * Use metric measures to describe lengths and weights
- * Read the value shown on measuring scale, ruler, etc.

Lines and Angles

I can.....

- * Understand what is meant by and find parallel lines
- * Understand what is meant by and find perpendicular lines
- * Know the difference between horizontal and vertical lines
- * Know the difference between North South East and West
- * Describe something's position using the compass points

2 D and 3 D Shapes

I can.....

- * Confidently Use a pair of compasses to draw a circle on paper
- * Use a set square and ruler to construct a square and rectangle accurately
- * Construct a triangle with the three sides given to me using a pair of compasses and a ruler
- * Understand what is meant by the net of a 3-D shape
- * Construct a cube accurately by drawing its net
- * Know what is meant by the term congruent
- * Describe the lines of symmetry on any 2-D shape
- * Describe the rotational symmetry of a 2-D shape

Perimeter Area and Volume

I can....

- * Describe the perimeter of any shape by measuring the sides
- * Find the area of a shape by counting the squares inside
- * Find the volume of a 3-D shape by counting the cubes inside it



DATA HANDLING



Graphs and Charts

I can.....

- * Actually draw a bar line graph given a list of information
- * Interpret a bar line graph to return to the original information
- * Turn a list of information into a tally chart / grouped tally chart
- * Produce a frequency diagram for grouped data
- * Draw a line graph when necessary

Averages

I can....

- * Find the median of a set of data
- * Find the mode of a set of data

Probability

I can....

- * Describe the probability of the something happening using: Certain; very likely; likely; unlikely; very unlikely; or impossible
- * Understand the meaning of the term 'Even Chance'
- * Describe the chances of something happening as bigger or smaller than an even chance
- * Place probabilities on a probability scale going from zero to one
- * Identify something as unfair or fair