		Stage 4 Maths Targets	A1	A2	Sp1	Sp2	Su1	Su2
Number & Place Value	1	Count in multiples of 6, 7, 9, 25 and 1000						
	2	Find 1000 more or less than a given number						
	3	Count backwards through zero to include negative numbers						
	4	**Recognise the place value of each digit in a four-digit number and partition them in a variety of standard and non-standard ways.**						
	5	**Know that 10 hundreds are equivalent to 1 thousand, and that 1000 is 10 times the size of 100; apply this to work out how many 100s there are in other four digit multiples of 100**						
	6	Order and compare numbers beyond 1000 using < > =						
	7	**Reason about the location of any four digit number in the linear number system, identifying the previous and next multiple of 100 and 1000.**						
	8	Identify, represent and estimate numbers on a line.						
	9	Round any number to the nearest 10, 100 or 1000						
	10	Solve number problems with increasingly large positive numbers						
	11	Read Roman numerals to 100 (I to C)						
+ and -	12	Develop formal written methods of addition and subtraction up to 4 digits						
	13	Estimate and use inverse operations to check answers (343 + 2307 =2650 check with 2650 - 2307 = 343)						
	14	Solve addition and subtraction two-step problems						
x and ÷	15	**Use multiplication and division facts up to 12 × 12**						
	16	Multiply together three numbers						
	17	Use place value, known times tables, to multiply and divide mentally (Including multiplying by 0 and 1; dividing by 1)						
	18	Recognise and use factor pairs (1x9=9 as is 3 x 3=9) and commutativity (e.g. 3x4 is the same as 4x3) in mental calculations						
	19	Use formal written layout to multiply up to three-digit numbers by a one-digit						
	20	Solve problems involving multiplying and adding, including the use of brackets (distributive law)						
	21	Solve harder complex problems than stage 3 (including correspondence and scaling).						
	22	**Use formal written layout to divide up to three-digit numbers by a one-digit**						
Fractions & Decimals	23	Recognise and show, families of common equivalent fractions e.g. quarters, fifths, halves						
	24	Count up and down in hundredths						
	25	Know what a hundredth is by; dividing an object into 100 and dividing tenths by ten.						
	26	Calculate fractions of quantities, with a numerator greater than 1 resulting in a whole number. (Unit and non-unit fractions)						
	27	**Reason about the location of mixed numbers in the linear number system.**						
	28	**Convert mixed numbers to improper fractions and vice versa.**						
	29	**Add and subtract improper and mixed fractions with the same denominator (Unit and non-unit fractions) including bridging whole numbers.**						
	30	Recognise and write decimal equivalents of any number of tenths or hundredths and ¼, ½, ¾						
	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**						
	32	Round decimals with one decimal place to the nearest whole number						
	33	Compare numbers up to two decimal places						
	34	Solve simple measure and money problems involving fractions and decimals to two decimal places.						

Measurement	35	Convert between different units of measure (length and mass)						
	36	**Measure and calculate the perimeter of regular and irregular shapes (cm/m) including using known facts and measures**						
	37	Find the area of rectangles/squares by counting squares						
	38	Estimate, compare and calculate different measures, including money						
	39	Read, write and convert time between analogue and digital12- and 24-hour clocks						
	40	Convert hours to minutes; minutes to seconds; years to months; weeks to days.						
Geometry	41	**Compare and classify 2D shapes, including quadrilaterals and triangles, based on their properties/sizes, including equilateral triangles and squares, as those in which the side-lengths are equal and the angles are equal.**						
	42	Know the 5 types of triangles.						
	43	Identify acute and obtuse angles as discrete angles and angles within a shape						
	44	Compare and order angles up to two right angles by size						
	45	**Identify lines of symmetry in 2-D shapes presented in different orientations**						
	46	**Complete a simple symmetric pattern or shape over or on a mirror line**						
Position & Direction	47	Describe positions on a 2-D grid as coordinates (positive only)						
	48	Describe movements of shapes and points as translations of a given unit to the left/right and up/down						
	49	**Plot specified points and draw sides to complete a given polygon and translate within the first quadrant.**						
Statistics	50	Interpret and present data using bar charts and time graphs.						
	51	Solve one and two step problems using information presented in bar charts, pictograms, tables and other graphs.						
		70% of the curriculum covered = Expected **Bold statements – Ready-to-progress key learning. See Year 4 Maths Guidance Doc.**						