Maths Success in Year 4

[KEY] I can count up and down in hundredths and know that a hundredth is made by dividing an object by one hundred and a tenth is made by dividing an object by ten.				I can solve number and practical problems that involve rounding, ordering and exploring negative numbers and with increasingly large positive numbers.		I can 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.		I know what the outcome is when I multiply a number by 1 or by zero.		I can work out the fractions of numbers such as 4/5 of 25 or 7/10 of 700.	
	I know what the outcome is when I divide a number by 1.		I know what each digit means in four-digit numbers such as 2024.		[KEY] I can count in multiples of 6, 7, 9, 25 and 1000.		[KEY] I can order and compare numbers above 1000.		I can multiply three numbers together, such as 3 x 6 x 9.		
I know what factor pairs are how I can multiply numbers in any order and use my knowledge to work out questions in my head.		I can makes estimates of a range of things - such as how many small objects there are in a large jar, how long in cm an object is, how heavy an object may weigh in kg.		I can find 1000 more or less than a given number.		[KEY] I can count backwards to negative numbers below zero.		[KEY] I can round a number to the nearest 10, 100 or 1000.		I can multiply a two-digit or a three-digit number by a one-digit number using written methods.	
	I can solve maths problems such as - how many different outfits can I make from 3 hats and 4 coats.		I can estimate an answer and check my answer using inverse operations.		I can add and subtract numbers with up to 4 digits using written methods (for example, using column addition and subtraction).		[KEY] I can solve longer addition and subtraction problems and explain all the steps I took and why I worked things out as I did.		[KEY] I can show in drawings why a number of fractions equal each other (such as 3/5 and 6/10) and are called equivalent fractions.		

squares the shape takes

up.

(analogue clocks) and

digital 12- and 24-hour

clocks.

join up the points to

create a shape.

range of measures (such

as cm, km, g, litres) and

money.

set of jumps either

up/down or left/right.