

## Primary 4 Numeracy Overview

### Term 2

#### Number

- Count forwards and backwards in 1s, 2s, 5s and 10s within 999
- Recognise spoken numbers within 999
- Read and write numbers within 999
- Know number “after,” “before” and “between” within 999
- Find missing numbers in a sequence (increasing and decreasing) within 999
- Extend understanding to include wider range of fractions, using both whole shapes and sets of objects
- Understand fraction notation (numerator and denominator)
- Know what must be added to a number to make 20
- Mentally add a single digit to a teens number without bridging
- Mentally add a single digit to any 2 digit number without bridging
- Mentally add two single digit numbers, bridging 10
- Mentally find what must be added to a multiple of 10 to make 100
- Mentally add a single digit to any 2 digit number, without bridging 10
- Mentally find what must be added to any 2 digit number to make the next multiple of 10
- Add 11 to any number using 100 square
- Mentally add 11 to any number, answers within 100
- Add 21, 31, 41 etc. to any number using 100 square
- Mentally add 21, 31, 41 etc. to any number, answers within 100
- Use knowledge of place value to develop a practical method for vertical subtraction TU with exchange (decomposition)
- Develop a standard written method for vertical subtraction TU with exchange (decomposition), estimating the answer before calculating
- Mentally find what must be subtracted from any 2 digit number to make the previous multiple of 10
- Know that subtracting a number from itself gives 0
- Know that subtracting adjacent numbers gives 1
- Know that subtracting adjacent but one numbers gives 2
- Know all remaining single digit subtraction facts within 10
- Mentally subtract a single digit from a teens number without bridging
- Mentally subtract a single digit from any 2 digit number without bridging
- Subtract 11 from any number using 100 square
- Mentally subtract 11 from any number, answers within 100
- Subtract 21, 31, 41 etc. from any number using 100 square
- Mentally subtract 21, 31, 41 etc. from any number, answers within 100
- From 3 given numbers within 20, give 2 addition facts and 2 subtraction facts
- Solve a range of addition and subtraction problems, using both written and mental calculations, selecting the operation required
- Understand the 10 times multiplication facts as repeated addition, and as arrays. Develop quick recall, using understanding of commutativity
- Understand the 5 times multiplication facts as repeated addition, and as arrays. Develop quick recall, using understanding of commutativity
- Know half of all even numbers to 10

- Know half of all even numbers to 20
- Know half of 50, 100
- Find different ways of paying exact amounts within £1.00, e.g. using the least number of coins, or using a specific number of coins
- Calculate in the context of money, using addition, subtraction and multiplication with amounts up to £10.00 - e.g. finding the total cost of sweets chosen by 3 people, then the change required from £10.00, including using knowledge that 100p = £1 e.g.  $74p + 45p = 119p = £1.19$

### **Measure**

- Estimate, measure and compare lengths in half metres and metres
- Estimate, measure and compare weight of objects in half kg, kg and half kg
- Estimate, measure and compare the capacity of containers in half litres and litres
- Find the area of shapes by counting squares where the area:
  - Is an exact number of complete squares
  - Is made up of whole and half squares
- Understand and use 5 minute intervals “past” and “to” the hour: analogue and digital time
- Appreciate and use important dates in the calendar
- Read and interpret information using a calendar (within 1 month only)
- Estimate short durations (1 min, 5 mins) through practical activities

### **Shape and Space**

- Identify more than one line of symmetry in a variety of 2D shapes, pictures and designs
- Understand and use concept of tessellation through practical activities
- Understand and use term “right- angle” to describe corners in 2D shapes
- Understand definition of prism and that many 3D shapes are also prisms, defined by their end-face shape. (e.g. a cuboid with a square end-face is also a prism)
- Understand and use “clockwise”, “anticlockwise” to describe direction of turn
- Understand and use term “right- angle” to measure an amount of turn. Know that a turn of 1 right angle is the same as a quarter turn, two right angles is the same as a half turn, three right angles is the same as a  $\frac{3}{4}$  turn and four right angles is the same as a full turn

### **Handling data**

- Represent data from frequency tables as bar charts (vertical and horizontal), using paper and ICT, correctly labelling the axes
- Understand terms vertical axis and horizontal axis
- Interpret given and self-constructed bar charts
- Represent data by constructing and interpreting pictograms where the symbol represents more than one object
- Construct own Tree, Venn and Carroll diagrams and use to sort sets of objects, shapes, pictures or numbers etc. for two criteria