Maths Reading Assessment Grid – Year 4

Context/Name/Date													
Number and Place Value													
Count in multiples of 6, 7, 9, 25 and 1000	**1**												
Order and compare numbers beyond 1000	**2**												
Count backwards through 0 to include negative numbers	**3**												
Round any number to the nearest 10, 100 or 1000	**4**												
Find 1000 more or less than a given number	**5**												
Recognise the place value of each digit in a four-digit number	**6**												
Solve increasingly complex multi-step problems using involving Y4 place value.	**7 GDS**												
Addition and Subtraction													
Add numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate, using Y4 calculation strategies: • Place value counters leading to column addition	**8**												
Subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate, using Y4 calculation strategies: • Column method with regrouping	**9**												
Solve addition and subtraction two-step problems in context, deciding which operations and methods to use and why	**10**												
Reason about the numbers and relationships, rather than calculate.	**11 GDS**												
Use mental strategies (with jottings if needed) to work out missing numbers	**12 GDS**												
Multiplication and Division													
Recall multiplication and division facts for multiplication tables up to 12 × 12	**12**												
Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers	**13**												
Recognise and use factor pairs and commutativity in mental calculations	**14**												
Multiply 2-digit and 3-digit numbers by a 1-digit number using formal written layout and the Y4 calculation strategy: • Column multiplication introduced with place value counters, pictorially and then abstract.	**15**												
Divide 2-digit and 3-digit numbers by a 1-digit number using formal written layout and the Y4 calculation strategies: • Division with a remainder using lollipop sticks • Short division using place value counters to group, moving on to pictorially and then abstract.	**16**												
Solve problems involving multiplying and adding, including using the distributive law to multiply 2-digit numbers by 1-digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects	**17**												
Know multiplication facts by heart or work out quickly unknown facts	**18 GDS**												

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Use understanding of the associative law to know, without working out e.g. 8 X 50 is equal to 80 X 5	**19 GDS**											
Fractions												
Recognise and show, using diagrams, families of common equivalent fractions	**20**											
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	**21**											
Add fractions with the same denominator using Y4 calculation strategies: • Part whole models leading to addition of numerators	**22**											
Subtract fractions with the same denominator using Y4 calculation strategies: • Part whole models leading to subtraction of numerators	**23**											
Recognise and write decimal equivalents of any number of tenths or hundredths	**24**											
Recognise and write decimal equivalents to ¼, ½ and ¾	**25**											
Round decimals with one decimal place to the nearest whole number	**26**											
Compare numbers with the same number of decimal places up to two decimal places	**27**											
Solve simple measure and money problems involving fractions and decimals to two decimal places	**28**											
Find the effect of dividing a one or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths using Y4 calculation strategies: • Base 10 leading to mental division	**29**											
Use understanding of equivalence and Y4 place value including decimals to solve increasingly complex problems.	**30 GDS**											
Measurement												
Convert between different units of measure [for example, kilometre to metre; hour to minute]	**31**											
Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres	**32**											
Estimate, compare and calculate different measures, including money in pounds and pence	**33**											
Understand and use facts and procedures creatively to solve complex or unfamiliar problems linked to measurement	**34 GDS**											
Geometry												
Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes	**35**											
Identify acute and obtuse angles and compare and order angles up to two right angles by size	**36**											
Identify lines of symmetry in 2-D shapes presented in different orientations	**37**											
Complete a simple symmetric figure with respect to a specific line of symmetry	**38**											
Understand and use facts and procedures creatively to solve complex or unfamiliar problems linked to shape, position and direction	**39 GDS**											
Statistics												
Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs	**40**											

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Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs	**41**											
Understand and use facts and procedures creatively to solve complex or unfamiliar problems linked to statistics	**42 GDS**											
Score												
Stage judgement												