

# Key Facts for Year 4 - These are key facts the children are expected to know by the end of Year 4 in addition to the key facts from previous years.

## Number and Place Value

- Know place value of each digit in numbers beyond 1000.
- Count forwards and backwards through zero.
- Read Roman numerals to 100.

Roman Numerals			
one	1	I	
five	5	V	XVIII = 18
ten	10	X	XXIX = 29
fifty	50	L	LXXXIV = 84
one hundred	100	C	



## Number – Multiplication and Division

- Recall multiplication and division facts for multiplication tables up to  $12 \times 12$ .
- Recognise and use factor pairs.
- Recognise and use factor pairs and commutativity in mental calculations.

### Factor pairs and Commutativity

20

$5 \times 4 = 20$

$4 \times 5 = 20$

The factors of 20 are 1, 2, 4, 5, 10 and 20.

The factor pairs are:

1 and 20, 2 and 10, 4 and 5

### Multiply Using Formal Written Methods

Th	H	T	O	
	5	4	3	
x			4	
				$(4 \times 3)$
	1	6	0	$(4 \times 40)$
2	0	0	0	$(4 \times 500)$
2	1	7	2	

Th	H	T	O
	5	4	3
x			4
2	1	7	2
1	1		

## Measurement

- Read, write and convert time between analogue and digital 12- and 24-hour clocks.
- Find the area of rectilinear shapes by counting squares.
- Convert between different units of measure [e.g. kilometre to metre; hour to minute]

### Analogue and Digital Clocks

**Minute Hand**  
The long hand points to the minutes past the hour.

**Hour Hand**  
The short hand points to the hour. If this hand is pointing between the hours, it is the earlier hour of the two.

twelve o'clock, quarter past twelve, half past twelve, quarter to one

### Area and Perimeter

Area is the amount of space inside a 2D shape.

Perimeter is the total distance around the outside of a 2D shape.

km	1 kilometre = 1000 metres
m	1 metre = 100 centimetres
cm	1 centimetre = 10 millimetres
mm	

## Geometry

- Compare and classify 2d and 3d shapes based upon their properties.
- Identify lines of symmetry in 2-D shapes.
- Describe positions on a 2-D grid as coordinates in the first quadrant.

### Right angle

The intersection of perpendicular lines creates a right angle.

$90^\circ$

### Acute angle

Any angle measuring more than 0 degrees and less than 90 degrees is acute.

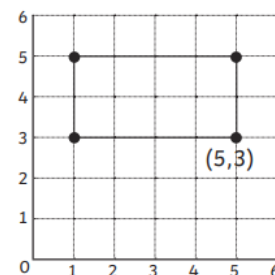
$65^\circ$ ,  $30^\circ$

### Obtuse angle

Any angle measuring more than 90 degrees but less than 180 degrees is obtuse.

$120^\circ$

Each vertex (corner) of a 2D polygon can be represented as a coordinate on a 2D grid.



## Fractions

- Add fractions with the same denominator.
- Identify equivalent fractions.
- Recognise and write decimal equivalents of any number of tenths or hundredths
- Find fractions of quantities.

$$\frac{1}{3} + \frac{1}{3} = \frac{2}{3}$$

To find quarters of 20:

20			
5	5	5	5
$\frac{1}{4}$ of 20 = 5	$\frac{2}{4}$ of 20 = 10	$\frac{3}{4}$ of 20 = 15	$\frac{4}{4}$ of 20 = 20

