TSS Primary Maths MTP 2022-2023
Year 4 Block 2

Week	Key Targets and Learning Objectives	Student Activity and Workbook References	Success Criteria	Key Vocabulary
1	• **4Ni.07** Understand the relationship between multiples and factors. • **4Ni.08** Use knowledge of factors and multiples to understand tests of divisibility by 2, 5, 10, 25, 50 and 100.	• Student's Book pp. 37-41 • Activity Book pp.33-35 • Student's Book pp. 42-45 • Activity Book pp.36-38	• Understand the relationship between multiples and factors. • Recognise multiples of 2, 5 and 10. • Recite the times table of the numbers1, 2, 3, 4, 5, 6. 8. 9 and 10. • recognise and use factor pairs and commutativity in mental calculations • solve two-step problems in contexts, choosing the appropriate operation, working with increasingly harder numbers.	• factors, • multiples, • factor pairs, • divisible by, • multiple of, • multiply, • divide • array, • tests, • divisibility
2	• **4Gt.02** Read and record time accurately in digital notation (12- and 24-hour) and on analogue clocks • **4Gt.03** Interpret and use the information in timetables (12- and 24-hour clocks).	• Student's Book pp.49-52 • Activity Book pp.40-42 • Student's Book pp.53-55 • Activity Book pp.43-45	• know how many seconds in a minute and minutes in an hour. • can convert seconds, minutes and hours. • can solve problems by converting seconds, minutes and hours. • Read and record time accurately in in digital and analogue clocks in the 12-hour format. • Read and record time accurately in in digital and analogue clocks in the 12-hour format.	• digital, • analogue, • 24-hour, • 12-hour
3	• **4Gt.01** Understand the direct relationship between units of time and convert between them. • **4Gt.04** Find time intervals between different units; days, weeks, months, and years; seconds, minutes, and hours that do not bridge through 60.	• Student's Book pp.8-11 • Activity Book pp.9-11 • Student's Book pp.61-63 • Activity Book pp.48-50	• Interpret and use the information in timetables (12-hour clock). • Interpret and use the information in timetables (12-hour/24-hour clock). • Can tell the time using an analogue clock. • can tell the time using a 24- hour digital clock. • can convert between analogue and digital times. • Order and compare units of time (seconds, minutes, hours, days, weeks, months, and years).	• leap year, • knuckles, • seconds, • minutes, • hours, • days, • weeks, • months, • years • timetable, • activities, • column & row

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4	• **4Gg.01** Investigate what shapes can be made if two or more shapes are combined, and analyse their properties, including reference to tessellation. • **4Gg.01** Investigate what shapes can be made if two or more shapes are combined, and analyse their properties, including reference to tessellation.	• Student's Book pp.67-70 • Activity Book pp.52-54 • Student's Book pp.71-73 • Activity Book pp.55-57	• Identify, describe and name 2D shapes by their properties. • Investigate what shapes can be made from combining more and one shape together. • Physically manipulate shapes to see new shapes being formed.	• combination, • polygons, • sides, • vertices, • curved, • straight, • edges, • tessellation, • tessellate, • gap, • overlap, • dot grid**,** • tracing paper
5	• **4Gp.03** Reflect 2D shapes in a horizontal or vertical mirror line, including where the mirror line is the edge of the shape, on square grids • **4Gp.03** Reflect 2D shapes in a horizontal or vertical mirror line, including where the mirror line is the edge of the shape, on square grids	• Student's Book pp.74-77 • Activity Book pp.58-59 • Student's Book pp.78-80 • Activity Book pp.60-61	• Can identify lines of symmetry in 2D shapes. • can use mirrors to help me find lines of symmetry. • can identify lines of symmetry in pictures.	• polygons, • square, • combine, • triangle
6	• **4Gg.05** Identify 2D faces of 3D shapes and describe their properties.	• Student's Book pp.84-86 • Activity Book pp.64-66	• Can identify 3D shapes from their properties. • can identify right angles. • can identify acute and obtuse angles. • can identify an angle to be more or less than 90°.	• 3D shape, cube, flat faces, cuboid, pyramid, triangular faces, prism
7	• **4Gg.06** Identify and match nets of a solid shape to their corresponding 3D shapes.	• Student's Book pp.87-90 • Activity Book pp.67-69	• Students can make 3D shapes from nets. • Can identify 3D shapes from their properties. • Can identify lines of symmetry. • Can complete symmetric patterns.	• net