



TSS Primary Maths MTP 2021-2022 Year 4 Block 3

Week	Key Targets and Learning Objectives	Key Activities	Success Criteria	Key Vocabulary
1	<ul style="list-style-type: none">• Make Generalisations with Adding and Subtracting• 4Nc.02: Recognise and explain generalisations when adding and subtracting combinations of even and odd numbers.• Use Objects, Shapes and Symbols for Unknown Numbers• 4Nc.03: Recognise the use of objects, shapes or symbols to represent unknown quantities in addition and subtraction calculations.	<ul style="list-style-type: none">• Student's Book pp.112–115• Activity Book pp.83–85• Student's Book pp.116–119• Activity Book pp.86–87	<ul style="list-style-type: none">• Use knowledge of even and odd numbers up to 10 to recognise and sort numbers.• round to the nearest ten, hundred or thousand.• use the most efficient method for solving problems in context.• estimate the approximate answer to problems in context.• recognise unknowns and finding the value of unknowns in addition and subtraction.	<ul style="list-style-type: none">• Odd• Even• Sum• Difference• Unknown• symbol• Figure• Represent• equation
2	<ul style="list-style-type: none">• Add Whole Numbers With Three Digits• 4Ni.02: Estimate, add and subtract whole numbers with up to three digits.• Subtract Whole Numbers With Three Digits• 4Ni.02: Estimate, add and subtract whole numbers with up to three digits.	<ul style="list-style-type: none">• Student's Book pp.120–122• Activity Book pp.88–90• Student's Book pp.123–125• Activity Book pp.91–93	<ul style="list-style-type: none">• Estimate, add and subtract whole numbers with up to three digits.• Estimate, add, and subtract two-digit whole numbers by regrouping the ones.• determine the value of each digit in a 3-digit number.• choose the best method to solve calculations.• add two 3-digit numbers with no exchange.• subtract two• 3-digit numbers with one exchange.• subtract two• 3-digit numbers with no exchange.	<ul style="list-style-type: none">• ones• tens• estimate• add• subtract
3	<ul style="list-style-type: none">• Using Place Value to Multiply by 10 and 100• 4Np.02: Use knowledge of place value to multiply and divide whole numbers by 10 and 100.• Using Place Value to Divide by 10 and 100	<ul style="list-style-type: none">• Student's Book pp.129–130• Activity Book pp.95–96• Student's Book pp.132-134• Activity Book pp.97–98	<ul style="list-style-type: none">• Use knowledge of place value to multiply and divide whole numbers by 10 and 100.• Use your knowledge of place value to divide whole numbers by 10.• determine the value of each digit.• use 0 as a place holder.• can multiply whole numbers by 10.	<ul style="list-style-type: none">• multiply• place value• Divide• Divisor• Dividend• Quotient



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	<ul style="list-style-type: none"> • 4Np.02: Use knowledge of place value to multiply and divide whole numbers by 10 and 100. 		<ul style="list-style-type: none"> • can multiply whole numbers by 100. • can divide by 10. • can divide by 100. 	
4	<ul style="list-style-type: none"> • Simplifying Multiplication with the Associative Rule • 4Ni.03: Understand the associative property of multiplication, and use this to simplify calculations. 	<ul style="list-style-type: none"> • Student's Book pp.135–137 • Activity Book pp.99–100 	<ul style="list-style-type: none"> • Understand the associative property of multiplication, and use this to simplify calculations. • Understand and explain the commutative and distributive properties of multiplication, and use these to simplify calculations. • Understand the process of adding two- and three-digit numbers. 	<ul style="list-style-type: none"> • Associative • Property • Product • Factors
5	<ul style="list-style-type: none"> • Know All Times Tables from 1 to 10 • 4Ni.04: Know all times tables from 1 to 10. • Multiply Up to 1000 by 1-Digit Numbers • 4Ni.05: Estimate and multiply whole numbers up to 1000 by 1-digit whole numbers. 	<ul style="list-style-type: none"> • Student's Book pp.138–141 • Activity Book pp.101–102 • Student's Book pp.142–144 • Activity Book pp.103–104 	<ul style="list-style-type: none"> • Know all times tables from 1 to 10. • Estimate and multiply whole numbers up to 1000 by 1-digit whole numbers. • Estimate and multiply whole numbers up to 100 by 2, 3, 4, and 5. • Say multiplication of numbers from 1 to 10. 	<ul style="list-style-type: none"> • Multiple • Pattern • times table • double • Twice • Thrice • Estimate • Multiply • Regroup
6	<ul style="list-style-type: none"> • Divide Numbers Up to 100 by 1-Digit Numbers • 4Ni.06: Estimate and divide whole numbers up to 100 by 1-digit whole numbers. • Make Number Sequences with Term-To-Term Rules • 4Nc.04: Recognise and extend linear and non-linear sequences, and describe the term-to-term rule. 	<ul style="list-style-type: none"> • Student's Book pp.145–148 • Activity Book pp.105–106 • Student's Book pp.152–154 • Activity Book pp.108–110 	<ul style="list-style-type: none"> • Estimate a number by rounding off to 10 or 100. • Divide a two-digit number by a one-digit number. • Estimate and divide whole numbers up to 100 by 1-digit whole numbers. • represent sharing and grouping pictorially. • divide a number by itself. • Recognise and extend linear and non-linear sequences, and describe the term-to-term rule. • Recognise and form linear sequences and identify the term-to-term rule in a pattern. 	<ul style="list-style-type: none"> • Dividend • Divisor • Quotient • Remainder • Decreasing • increasing, linear • non-linear • Sequences • Patterns • Constant • not constant



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			<ul style="list-style-type: none">• Fluently operate all the basic mathematical operations – addition, subtraction, division and multiplication.	<ul style="list-style-type: none">• term-to-term rule• recursion rule
7	<ul style="list-style-type: none">• Make Spatial Patterns of Square Numbers• 4Nc.05: Recognise and extend the spatial pattern of square numbers.	<ul style="list-style-type: none">• Student's Book pp.155–158• Activity Book pp.111–113	<ul style="list-style-type: none">• Recognise and extend the spatial pattern of square numbers.• Extend spatial patterns formed from adding and subtracting a constant.• Use multiplication table facts for square numbers.	<ul style="list-style-type: none">• Decreasing• Increasing• Linear• non-linear• Sequences• Patterns• Constant• not constant• term-to-term rule• recursion rule• Square numbers