

Y4 RTP Place Value

| Ready to progress criteria | Block | Steps |
|---|----------|--|
| 4NPV-1 Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100 | Autumn 1 | 4 - Thousands |
| | Spring 1 | 3 – Multiply by 10 4 – Multiply by 100 5 – Divide by 10 6 – Divide by 100 |
| 4NPV-2 Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using standard and non-standard partitioning. | Autumn 1 | 5 – Represent numbers to 10,000 6 – Partition numbers to 10,000 7 – Flexible partitioning of numbers to 10,000 |
| 4NPV-3 Reason about the location of any four-digit number in the linear number system, including identifying the previous and next multiple of 1,000 and 100, and rounding to the nearest of each. | Autumn 1 | 8 – Find 1, 10, 100, 1,000 more or less 9 – Number line to 10,000 10 – Estimate on a number line to 10,000 11 – Compare numbers to 10,000 12 – Order numbers to 10,000 14 – Round to the nearest 10 15 – Round to the nearest 100 16 – Round to the nearest 1,000 17 – Round to the nearest 10,000 |
| 4NPV-4 Divide 1,000 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 1,000 with 2, 4, 5 and 10 equal parts. | Autumn 1 | 9 – Number line to 10,000 10 – Estimate on a number line to 10,000 |

Y4 RTP Number Facts

| Ready to progress criteria | Block | Steps |
|---|----------|---|
| 4NF-1 Recall multiplication and division facts up to 12×12 and recognise products in multiplication tables as multiples of the corresponding number. | Autumn 4 | All 13 steps in this block relate to this criterion |
| | Spring 1 | 1 – Factor pairs 2 – Use factor pairs 7 – Related facts – multiplication and division 8 – Informal written methods for multiplication 9 – Multiply a 2-digit number by a 1-digit number 10 – Multiply a 3-digit number by a 1-digit number |
| 4NF-2 Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, and interpret remainders appropriately according to the context. | Autumn 4 | All 13 steps in this block relate to this criterion |
| | Spring 1 | 11 – Divide a 2-digit number by a 1-digit number (1) 12 – Divide a 2-digit number by a 1-digit number (2) 13 – Divide a 3-digit number by a 1-digit number |
| 4NF-3 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100). | Spring 1 | 4 – Multiply by 100 6 – Divide by 100 |
| | Spring 4 | 10 – Divide a 1- or 2-digit number by 100 |

Y4 RTP Multiplication & Division

| Ready to progress criteria | Block | Steps |
|---|----------|--|
| 4MD-1 Multiply and divide whole numbers by 10 and 100 (keeping to whole number quotients); understand this as equivalent to making a number 10 or 100 times the size. | Spring 1 | 3 – Multiply by 10 4 – Multiply by 100 5 – Divide by 10 6 – Divide by 100 |
| 4MD-2 Manipulate multiplication and division equations, and understand and apply the commutative property of multiplication. | Autumn 4 | All 13 steps in this block relate to this criterion |
| 4MD-3 Understand and apply the distributive property of multiplication. | Spring 1 | 8 – Informal written methods for multiplication 9 – Multiply a 2-digit number by a 1-digit number 10 – Multiply a 3-digit number by a 1-digit number |

Y4 RTP Fractions

| Ready to progress criteria | Block | Steps |
|---|----------|--|
| 4F-1 Reason about the location of mixed numbers in the linear number system. | Spring 3 | 4 – Number lines with mixed numbers 5 – Compare and order mixed numbers |
| 4F-2 Convert mixed numbers to improper fractions and vice versa. | Spring 3 | 7 – Convert mixed numbers to improper fractions 8 – Convert improper fractions to mixed numbers |
| 4F-3 Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers. | Spring 3 | 12 – Add fractions and mixed numbers 14 – Subtract from whole amounts 15 – Subtract from mixed numbers |

Y4 RTP Geometry

| Ready to progress criteria | Block | Steps |
|---|----------|--|
| 4G-1 Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant. | Summer 6 | 3 – Draw 2-D shapes on a grid 4 – Translate on a grid |
| 4G-2 Identify regular polygons, including equilateral triangles and squares, as those in which the side-lengths are equal and the angles are equal. Find the perimeter of regular and irregular polygons. | Spring 2 | 8 – Perimeter of regular polygons 9 – Perimeter of polygons |
| | Summer 4 | 4 – Triangles 5 – Quadrilaterals 6 – Polygons |
| 4G-3 Identify line symmetry in 2D shapes presented in different orientations. Reflect shapes in a line of symmetry and complete a symmetric figure or pattern with respect to a specified line of symmetry. | Summer 4 | 7 – Lines of symmetry 8 – Complete a symmetric figure |