

Unit 11

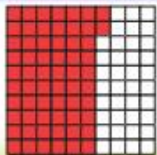
Decimals 2



In this unit we will ...

- ✦ Work out what we need to make a whole
- ✦ Write a decimal and represent it on a place value grid
- ✦ Compare and order decimals
- ✦ Round decimals to the nearest whole number
- ✦ Learn the decimal equivalents of fractions such as $\frac{1}{2}$, $\frac{1}{4}$ and $\frac{3}{4}$
- ✦ Convert different units of measurement

In the last unit, we learnt how to show a decimal.
What decimal is shown here?



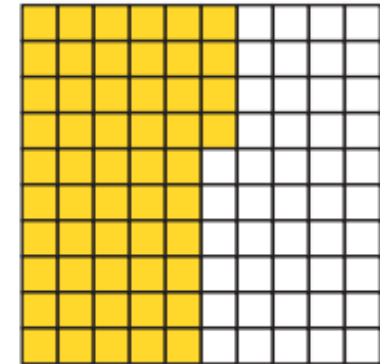
KEY LANGUAGE

There is some key language that children will need to know as part of the learning in this unit.

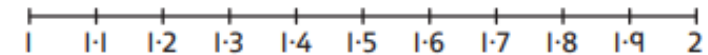
- tens (10s), ones (1s), tenths, hundredths, fraction
- decimal point, decimal place, 0-1, 0-01
- equivalent, number bond, equivalent fraction
- whole number, digit
- rounding, round up, round down, multiply (\times), divide (\div)
- greater than ($>$), less than ($<$), equal to ($=$), smallest, lightest, greatest, heaviest, capacity
- order, compare, statement, ascending, convert
- part-whole, place value, bar model

STRUCTURES AND REPRESENTATIONS

Hundredths grid: This is an important representation when children are learning to identify hundredths. Children can use a hundredths grid to work out the missing number.



Number line: It is important for children to learn to position a number with one decimal place on a number line. They will learn that, to round a number to the nearest whole number, they need to look at the tenths digit.



Unit 12 Money



In this unit we will ...

- ⚡ Write money in pounds and pence, using a decimal point
- ⚡ Order, add and subtract amounts of money
- ⚡ Round money to the nearest 10p or nearest £1
- ⚡ Find change
- ⚡ Solve simple word problems involving money

Do you know how to work out how much money there is? Remember to add the pounds first and then the pence.



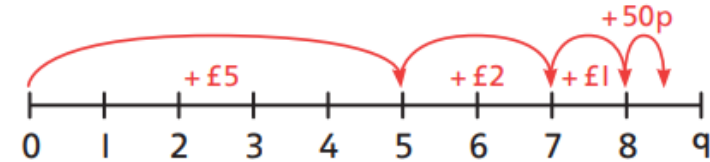
KEY LANGUAGE

There is some key language that children will need to know as part of the learning in this unit.

- notes
- coins
- pounds (£)
- pence (p)
- add (+)
- subtract (-)
- change
- round to the nearest
- order
- greater than (>)
- less than (<)
- cheaper
- more expensive
- estimate
- over estimate
- under estimate
- total

STRUCTURES AND REPRESENTATIONS

Number lines: These are used to add amounts. Children will benefit from seeing the addition and jumps of money using this model.



Column addition and subtraction: Adding and subtracting amounts of money using the column method allows children to use familiar methods to work with money.

$$46p + 85p = \square$$

$$500 - 179 = \square$$

	T	O
	4	6
+	8	5
	-----	-----

	H	T	O
	5	0	0
-	1	7	9
	-----	-----	-----

Unit 13 Time



In this unit we will ...

- ⚡ Convert between units of time
- ⚡ Write times in different ways
- ⚡ Compare times by converting units
- ⚡ Solve problems about units of time

How many minutes are in one hour?



KEY LANGUAGE

There is some key language that children will need to know as part of the learning in this unit.

- seconds, minutes, hours
- days, weeks, months, years
- units of time
- convert, equal to (=), compare
- 12-hour, 24-hour, am, pm
- analogue, digital
- bar model

STRUCTURES AND REPRESENTATIONS

Analogue clock and digital clock: Pictures of clock faces (both analogue and digital) are used regularly to represent times. They are used to demonstrate times as well as forming the basis of problems to solve. Children will be encouraged to use these representations themselves, completing them to represent different times.



Bar model: This model will help children to represent the equivalence between different units of time. The upper bar can be split into one unit and the lower bar used to show the equivalent parts expressed in another unit. Children can then see the calculation that they need to do to convert one unit into another.

1 minute	1 minute	1 minute
60 seconds	60 seconds	60 seconds

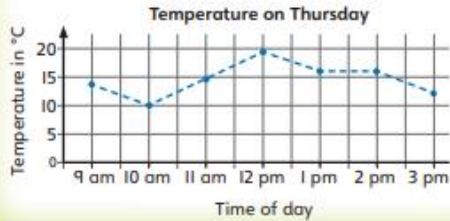
Unit 14 Statistics



In this unit we will ...

- Present data in pictograms, bar charts and tables
- Explore line graphs
- Solve problems based on data

We are going to meet this type of graph in this unit. What was the temperature at 10 am?



KEY LANGUAGE

There is some key language that children will need to know as part of the learning in this unit.

- ➔ table, line graph, bar chart, pictogram
- ➔ discrete data, continuous data
- ➔ operation
- ➔ altogether, more than, greatest, smallest
- ➔ compare

STRUCTURES AND REPRESENTATIONS

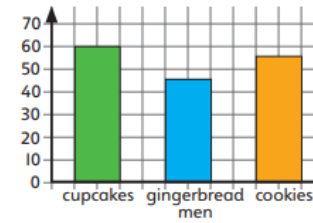
Children are presented with a range of ways in which to represent data, including:

Pictograms:

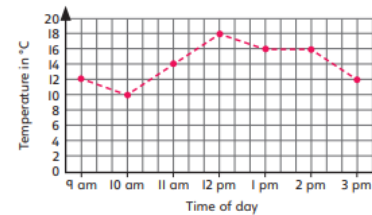
	Number
cupcakes	●●●●●●
gingerbread men	●●●●●
cookies	●●●●●

Each ● represents 10 items.

Bar charts:



Line graphs:



Tables:

	Class 4T	Class 4A	Class 4S
Raisin	16	10	6
Chocolate	5	18	19
Rainbow	9	14	22

Children may also benefit from using the structures and representations introduced in Year 3 to support their calculations, including the number line.

Unit 15

Geometry – angles and 2D shapes



In this unit we will ...

- ✦ Learn to recognise obtuse, acute and right angles
- ✦ Understand regular and irregular shapes
- ✦ Name and describe quadrilaterals and triangles
- ✦ Identify lines of symmetry in shapes and patterns

Do you remember quarter turns and half turns?



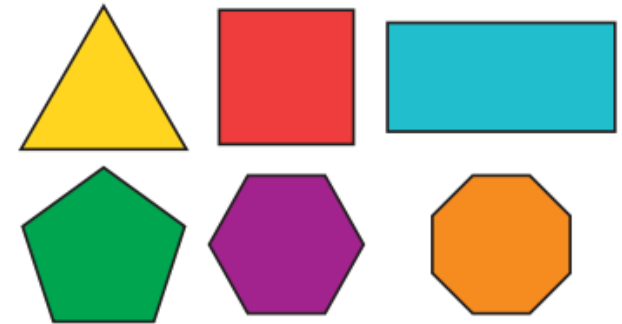
KEY LANGUAGE

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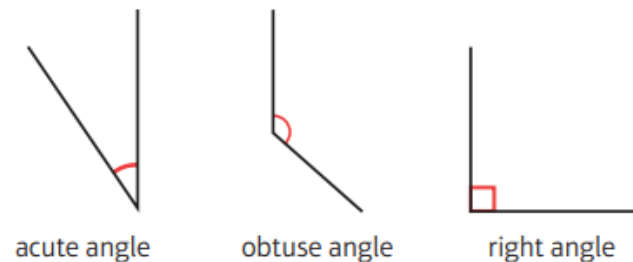
- angle, acute, obtuse, right angle, quarter turn, half turn, interior angles, exterior angles
- quadrilateral, square, oblong, rectangle, rhombus, parallelogram, trapezium, pentagon, hexagon, octagon, hexadecagon, kite arrowhead, polygon, circle
- triangle, isosceles, equilateral, scalene
- regular, irregular, side length, length, perimeter
- symmetrical, symmetry, line of symmetry, horizontal, vertical, diagonal, reflective, sequence, pattern
- sort, group, compare, order, properties
- shape, vertices, parallel

STRUCTURES AND REPRESENTATIONS

2D shapes: In this unit, children will learn more about the properties of 2D shapes, including whether they are regular or irregular and about the internal angles of shapes.



Angles: In this unit, children will be introduced to acute, obtuse and right angles.



Unit 16

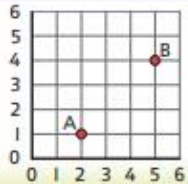
Geometry – position and direction



In this unit we will ...

- ⚡ Use numbers to say where things are on a grid
- ⚡ Plot points on a grid
- ⚡ Use our knowledge of shapes to complete diagrams
- ⚡ Describe movements on a grid

Point A is '2 across and 1 up'.
Where is Point B?



KEY LANGUAGE

There is some key language that children will need to know as part of the learning in this unit.

- coordinates
- position
- horizontal, vertical
- up, down
- left, right
- square, rectangle
- vertex, vertices

STRUCTURES AND REPRESENTATIONS

Coordinate grid: Children use coordinate grids throughout the unit to describe positions of points and translations from one point to another.

