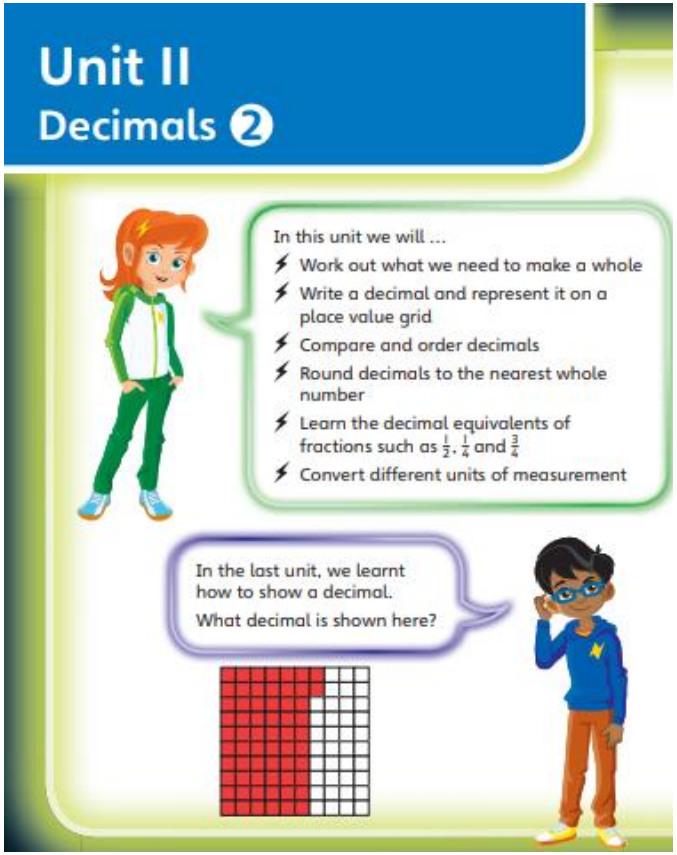


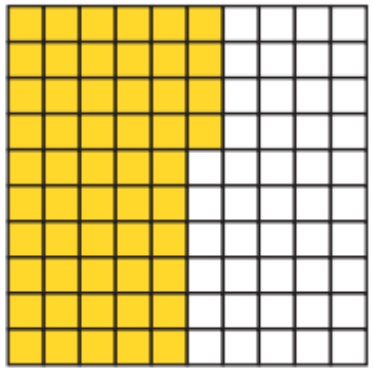
KEY LANGUAGE

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

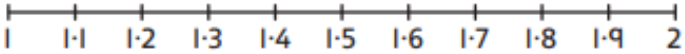
- tens (10s), ones (1s), tenths, hundredths, fraction
- decimal point, decimal place, 0·1, 0·01
- equivalent, number bond, equivalent fraction
- whole number, digit
- rounding, round up, round down, multiply (×), divide (÷)
- greater than (>), less than (<), equal to (=), smallest, lightest, greatest,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

STRUCTURES AND REPRESENTATIONS

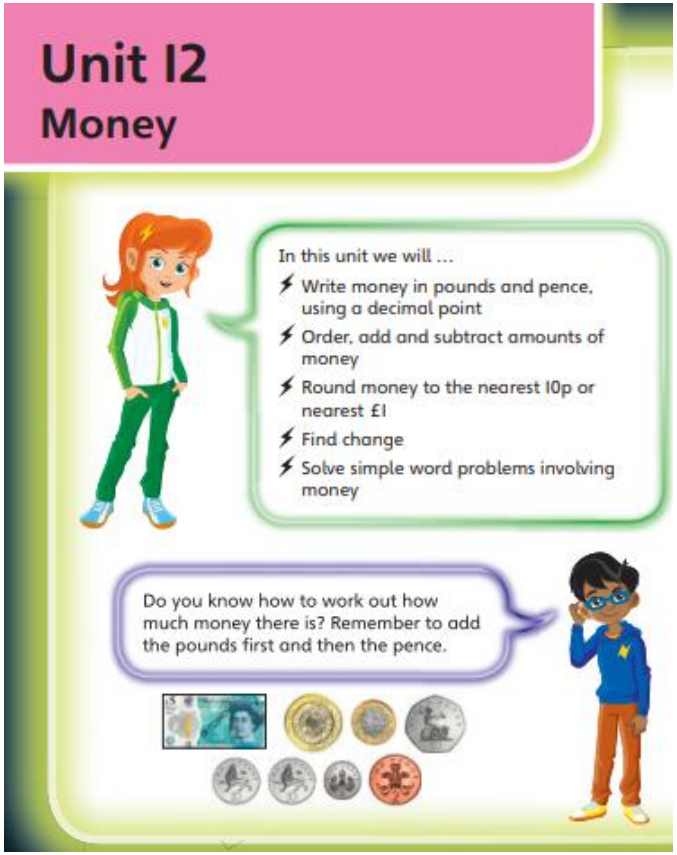
Hundredths grid: This is an important representation when children are learning to identify hundredths. Children can use a hundredths grid to work out the missing number.



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



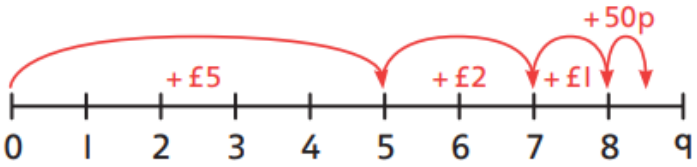
KEY LANGUAGE

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.



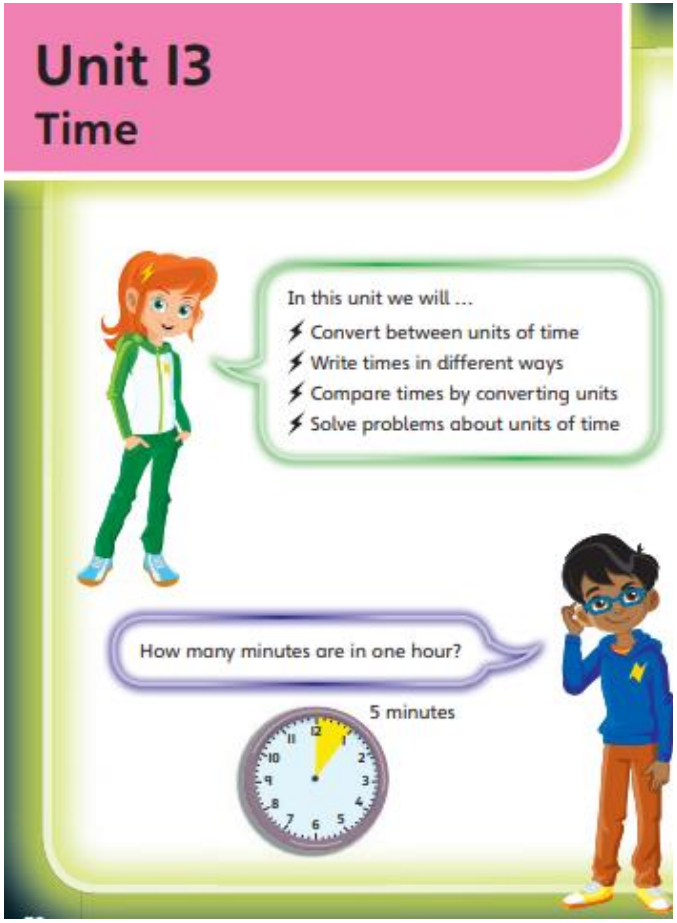
Column addition and subtraction: Adding and subtracting amounts of money using the column method allows children to use familiar methods to work with money.

46p + 85p = ☐

	T	O
	4	6
+	8	5

500 – 179 = ☐

	H	T	O
	5	0	0
–	1	7	9



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

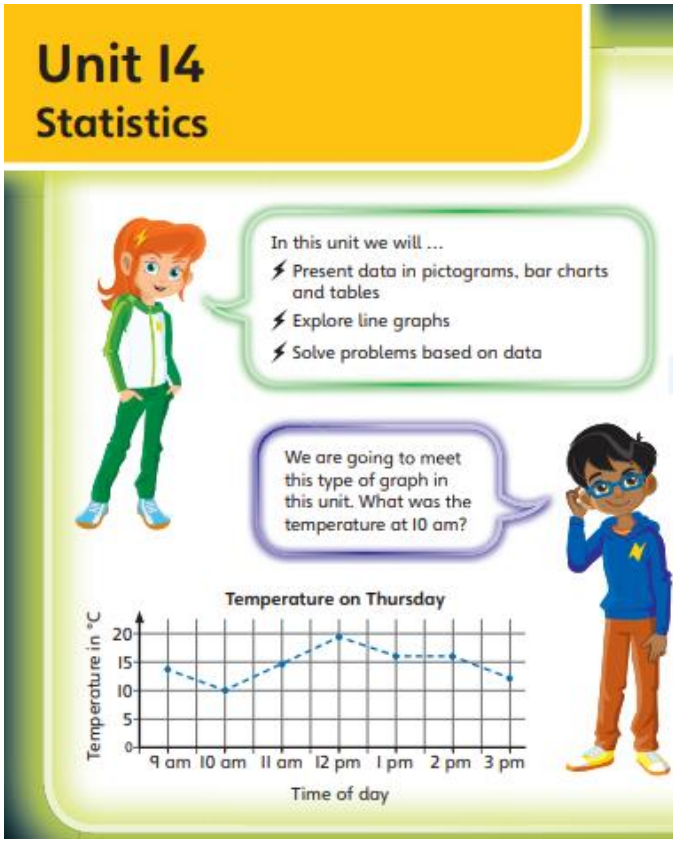
STRUCTURES AND REPRESENTATIONS

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



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

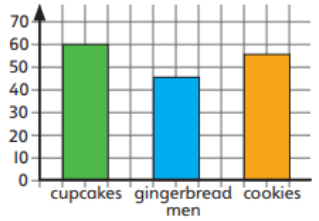
Children are presented with a range of ways in which to represent data, including:

Pictograms:

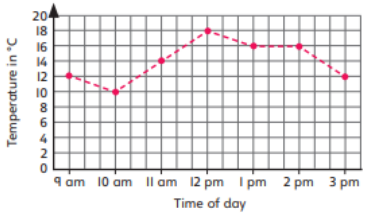
	Number
cupcakes	●●●●●
gingerbread men	●●●●
cookies	●●●●◗

Each ● represents 10 items.

Bar charts:



Line graphs:

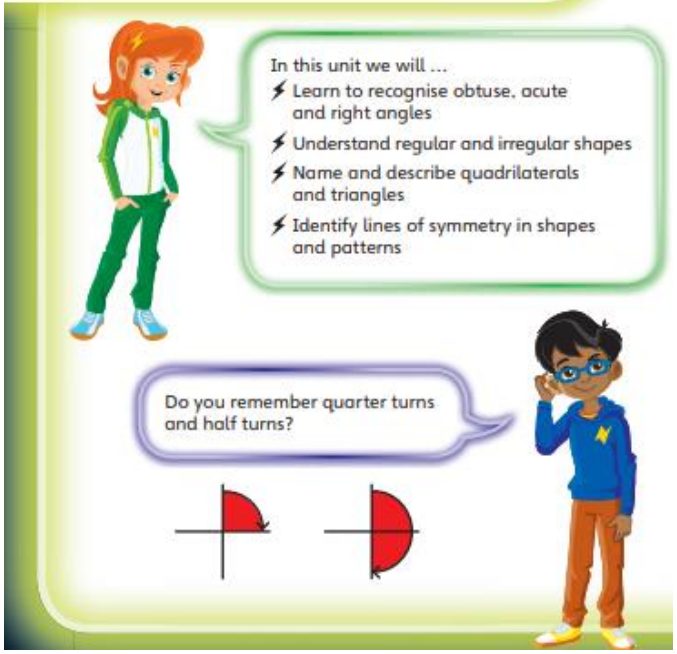


Tables:

	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



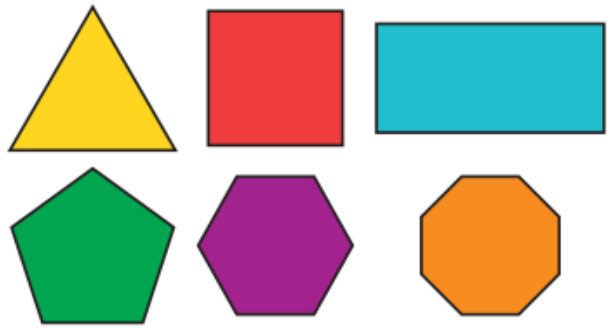
KEY LANGUAGE

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

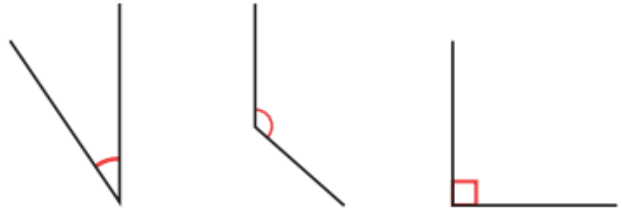
- angle, acute, obtuse, right angle, quarter turn, half turn, interior angles, exterior angles
- quadrilateral, square, oblong, rectangle, rhombus, parallelogram, trapezium, pentagon, hexagon, octagon, hexadecagon, kite arrowhead, polygon, circle
- triangle, isosceles, equilateral, scalene
- regular, 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.

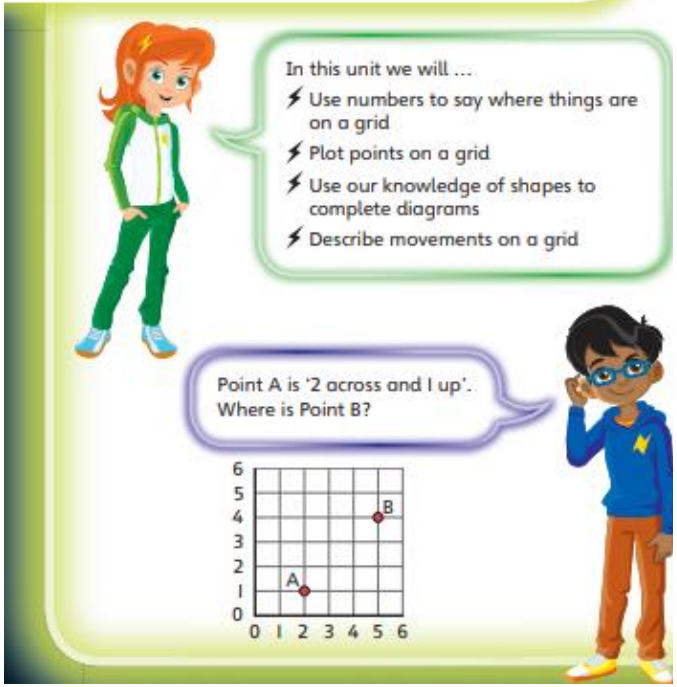


Angles: In this unit, children will be introduced to acute, obtuse and right angles.



acute angle obtuse angle right angle

Unit 16
Geometry – position and direction



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.