



Year 4 Achievement Standards MATHEMATICS

BY THE END OF YEAR 4 I SHOULD BE ABLE TO...

NUMBER AND ALGEBRA

- Use the properties of odd and even numbers
- Recognise, represent and order numbers to at least tens of thousands
- Apply place value to partition, rearrange and regroup numbers to at least tens of thousands to assist calculations and solve problems
- Investigate number sequences involving multiples of 3, 4, 6, 7, 8, and 9
- Recall multiplication facts up to 10×10 and related division facts.
- Use appropriate strategies for calculations requiring multiplication and division where there is no remainder.
- Investigate equivalent fractions used in contexts
- Count by quarters, halves and thirds, including with mixed numerals. Locate and represent these fractions on a number line
- Make connections between fraction and decimal notations up to two decimal places.
- Solve problems involving purchases and the calculation of change to the nearest five cents with and without digital technologies.
- Describe number patterns resulting from multiplication.
- Solve word problems by using number sentences involving multiplication or division where there is no remainder.
- Identify and explains strategies for finding unknown quantities in number sentences.

MEASUREMENT AND GEOMETRY

- Measure temperature, length, shapes and objects by using scaled instruments.
- Compare areas of regular and irregular shapes using informal units.
- Solves problems involving time duration and converts between units of time.
- Creates symmetrical shapes and patterns.
- Use simple scales, legends and directions to interpret information contained in basic maps
- Identifies a right angle and classifies angles as equal to, greater than or less than a right angle.

STATISTICS AND PROBABILITY

- Lists the probability of everyday events and identifies these as dependent or independent.
- Describes and evaluates the effectiveness of various methods for data collection and representation. Include tables, column graphs and picture graphs where one picture can represent many data values

SERVICE

RESPECT

KINDNESS

LEARNING