



Some things children should be able to do by the end of Year 4

Reading

- Explain the meaning of words in context
- Discuss and record words and phrases that writers use to engage and impact on the reader
- Infer meanings and begin to justify them with evidence from the text
- Know the difference between fact and opinion
- Explain why text types are organised in a certain way including how paragraphs are used to order and build up ideas
- Identify some text type organisational features, for example, narrative, explanation, persuasion

Writing

- Spell words with additional prefixes and suffixes and understand how to add them to root words, for example: ation, ous, ion, ian
- Recognise and spell additional homophones, for example: whose and who's
- Start some sentences in different ways
- Use sentences with more than one clause, including embedded clauses
- Use appropriate nouns or pronouns within and across sentences to support cohesion and avoid repetition
- Use fronted adverbials, for example, 'Later that day, I went shopping.'
- Use punctuation in direct speech, including a comma after the reporting clause
- Use apostrophes to mark plural possession
- Use powerful verbs and adjectives and appropriate similes
- Know the meaning of the term determiner, pronoun, possessive pronoun, adverbial

Maths

- Recall all multiplication and division facts to 12 x 12
- Count backwards through zero to include negative numbers
- Round numbers to the nearest 10, 100 or 1000 and decimals to the nearest whole number
- Recognise place value in 4 digit numbers
- Write decimal equivalents of any number of tenths or hundredths for example: $3/10 = 0.3$
- Add and subtract with up to 4 digits using formal written methods
- Multiply and divide HTU and TU by U
- Solve simple measures and money problems involving fractions and decimals to 2 decimal places
- Identify lines of symmetry in 2D shapes, presented in different orientations.
- Identify acute and obtuse angles
- Measure and calculate the area/perimeter of a rectilinear figure
- Plot coordinate points in first quadrant on a grid and complete shapes with missing sides
- Read, write and convert between analogue/digital and 12/24 hour clocks
- Convert between units of measure, for example: km/m, hour to minute