Mathematics assessment guidelines

Name of child: Class:

| | Number, ratio and proportion, and algebra | | | Measurement, geometry and statistics | | |
	AF1 – Number, place value, approximation and estimation/rounding	AF2 – Addition, subtraction, multiplication and division (calculations)	AF3 – Fractions, decimals and percentages	AF6 – Measurement	AF7 – Geometry – properties of shape	AF8 – Statistics
Standard 4	- Count from 0 in multiples of 6, 7, 9, 25 and 1000 **4N1** - Order and compare numbers beyond 1000 **4N2a** - Find 1000 more or less than a given number **4N2a** - Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens and ones) **4N3a** - Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value **4N3b** - Identify, represent and estimate numbers using different representations **4N4a** - Round any number to the nearest 10, 100 or 1000 **4N4b** - Count backwards through zero to include negative numbers **4N5** - Solve number and practical problems that involve **4N1-4N5**	- Add and subtract numbers with up to four digits using the formal written method of columnar addition and subtraction where appropriate **4C2** - Estimate and use inverse operations to check answers to a calculation **4C3** - Solve addition and subtraction two-step problems in contexts, deciding which operation and methods to use and why **4C4** - Recall multiplication and division facts for multiplication tables up to 12 x 12 **4C6a** - Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying three numbers **4C6b** - Recognise and use factor pairs and commutativity in mental calculations **4C6c** - Multiply two-digit and three-digit numbers by a one-digit number using formal written layout **4C7** - Solve problems involving multiplying and adding, including using the distributive law to multiply two-digit numbers by one digit, integer scaling problems and harder correspondence problems such as *n* objects are connected to *m* objects **4C8**	- Count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten **4F1** - Recognise and show, using diagrams, families of common equivalent fractions **4F2** - Add and subtract fractions with the same denominator **AF4** - Recognise and write decimal equivalents to 1/4,1/2, 3/4 **4F6a** - Recognise and write decimal equivalents of any number of tenths or hundredths **4F6b** - Round decimals with one decimal place to the nearest whole number **4F7** - Compare numbers with the same number of decimal places up to two decimal places **4F8** - Find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths **4F9** - Solve problems involving increasingly harder fractions to calculate quantities and fractions to divide quantities, including non-unit fractions where the answer is a whole number **4F10a** - Solve simple measure and money problems involving fractions and decimals to two decimal places **4F10b**	- Compare different measures, including money in pounds and pence **4M1** - Estimate different measures, including money in pounds and pence **4M2** - Read and convert time between analogue and digital 12-hour and 24-hour clocks **4M4a-b** - Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days **4M4c** - Convert between different units of measurement (e.g. km to m; hour to minute) **4M5** - Measure and calculate the perimeter of a rectilinear figure (including squares) in cm and m **4M7a** - Find the areas of rectilinear shapes by counting squares **4M7b** - Calculate different measures, including money in pounds and pence **4M9**	- Compare and classify geometric shapes, including quadrilaterals and triangles based on their properties and sizes **4G2a** - Identify lines of symmetry in 2-D shapes presented in different orientations **4G2b** - Complete a simple symmetric figure with respect to a specific line of symmetry **4G2c** - Identify acute and obtuse angles and compare and order angles up to two right angles by size **4G4** - Describe movements between positions as translations of a given unit to the left/right and up/down **4P2** - Describe positions on a 2-D grid as co-ordinates in the first quadrant **4P3a** - Plot specified points and draw sides to complete given polygon **4P3b**	- Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs **4S1** - Solve comparison, sum and difference problems using information presenting in bar charts, pictograms, tables and other graphs **4S3**