## Long Term Mapping Chestnut B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Travelling Teddies	Pocahontas	Witches & Wizards	The Wild West	Oh I do like to be Beside the Seaside	Commotion in the Ocean
	Geography Focus	History Focus	Science Focus	Geography Focus	History Focus	Science Focus
	Name and locate the four countries and capital cities of the UK using atlases and globes.	Key Individuals: Lives of significant historical figures, including comparison of those from different periods.  Key Events: eg: Bonfire night & events of local	Chemistry: Distinguish between objects & materials.  Identify and name common materials.	Use basic geographical vocabulary to refer to local and familiar features.	Key concepts: Changes in living memory.	Biology: Identify & name simple body parts.  Identify basic plants.  Identify basic plant parts  Identify and compare common animals.
i İ	Science: Physics: Observe weather associated with changes of season.	importance.  Geography: Use four compass directions and simple vocabulary.	<u>History:</u> Key Individuals: Significant local people.	Science: Chemistry:. Compare and classify materials.	<u>Science: Chemistry:</u> . Describe simple properties of some materials.	<u>Geography:</u> Identify seasonal/daily weather patterns in the UK and location of hot and cold areas of the world.
Chestaut Year	PLT's	PLT's	PLT's	PLT's	PLT's	PLT's
	Creative Thinkers	Effective participator	Independent Enquirers	Self-Managers	Reflective Learners	Team Workers
	Online Safety	Online Safety	Online Safety	Online Safety	Online Safety	Online Safety
	Going Places Safely		ABC Searching	Keep it Private	My Creative Work	C 1: C 11 1
				neepa.e	1117 0. 00	Sending E-Mail
	Art & Design	Art & Design	Art & Design	Art & Design	Art & Design	Sending E-Mail  Art & Design
	Art & Design Use drawing, painting and sculpture.		3			
	Use drawing, painting and		Art & Design  Develop techniques of colour, pattern, texture, line, shape,	Art & Design Learn about a range of artists, craftsmen and	Art & Design Use drawing, painting and	Art & Design
	Use drawing, painting and sculpture.	Use a range of materials.	Art & Design  Develop techniques of colour, pattern, texture, line, shape, form and space.	Art & Design Learn about a range of artists, craftsmen and designers.	Art & Design Use drawing, painting and sculpture.	Art & Design Use a range of materials.
	Use drawing, painting and sculpture.  Design & Technology Design purposeful, functional and appealing	Design & Technology  Generate model and communicate ideas.  Use a range of tools and materials to complete	Art & Design  Develop techniques of colour, pattern, texture, line, shape, form and space.  Design & Technology  Understand where food comes	Art & Design  Learn about a range of artists, craftsmen and designers.  Design & Technology  Build and improve structure	Art & Design Use drawing, painting and sculpture.  Design & Technology Evaluate existing products and	Art & Design Use a range of materials.  Design & Technology Design purposeful, functional and
	Use drawing, painting and sculpture.  Design & Technology Design purposeful, functional and appealing products.	Use a range of materials.  Design & Technology  Generate model and communicate ideas.  Use a range of tools and materials to complete practical tasks.  Music  Play tuned and untuned	Art & Design  Develop techniques of colour, pattern, texture, line, shape, form and space.  Design & Technology  Understand where food comes from.	Art & Design  Learn about a range of artists, craftsmen and designers.  Design & Technology  Build and improve structure and mechanisms	Art & Design Use drawing, painting and sculpture.  Design & Technology  Evaluate existing products and ideas.	Art & Design  Use a range of materials.  Design & Technology  Design purposeful, functional and appealing products.  Music  Play tuned and untuned instruments
	Use drawing, painting and sculpture.  Design & Technology Design purposeful, functional and appealing products.  Music Sing songs	Design & Technology Generate model and communicate ideas.  Use a range of tools and materials to complete practical tasks.  Music	Art & Design  Develop techniques of colour, pattern, texture, line, shape, form and space.  Design & Technology  Understand where food comes from.  Music  Listen and understand live and	Art & Design  Learn about a range of artists, craftsmen and designers.  Design & Technology  Build and improve structure and mechanisms  Music  Make and combine sounds	Art & Design Use drawing, painting and sculpture.  Design & Technology Evaluate existing products and ideas.  Music Listen and understand live and	Art & Design  Use a range of materials.  Design & Technology  Design purposeful, functional and appealing products.  Music  Play tuned and untuned instruments musically.
	Use drawing, painting and sculpture.  Design & Technology Design purposeful, functional and appealing products.  Music Sing songs  Computing Write and test simple programs.	Use a range of materials.  Design & Technology  Generate model and communicate ideas.  Use a range of tools and materials to complete practical tasks.  Music  Play tuned and untuned instruments musically.	Art & Design  Develop techniques of colour, pattern, texture, line, shape, form and space.  Design & Technology  Understand where food comes from.  Music  Listen and understand live and recorded music.  Computing  Use logical reasoning to make predictions.	Art & Design  Learn about a range of artists, craftsmen and designers.  Design & Technology  Build and improve structure and mechanisms  Music  Make and combine sounds musically.	Art & Design Use drawing, painting and sculpture.  Design & Technology Evaluate existing products and ideas.  Music Listen and understand live and recorded music.  Computing Communicate online safely and respectfully.	Art & Design  Use a range of materials.  Design & Technology  Design purposeful, functional and appealing products.  Music  Play tuned and untuned instruments

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same author eg: Julia	Narrative: Traditional Tales Non-Fiction: Recounts of familiar events	Non-Fiction: Non-Chronological Reports. Poetry: Traditional rhymes including innovation. E.g.: This is the house that Jack built.	Narrative: Stories from other cultures. Non-Fiction: Other non-fiction texts E.g.: Labels, lists, captions, menus, postcards, wanted poster, glossary.	Non-Fiction: Instructions eg:	Narrative: Fantasy <u>Poetry:</u> Poems on a theme.
Mathe  Number & Place Value (2 Weeks)  Length & Mass/Weight  Addition & Subtraction (2 Weeks)  2D & 3D Shapes	Sequencing & Sorting Fractions Fractions, Capacity & Volume. Money Time Assess & Review week.	Mathe  Number & Place Value  Mass & Weight  2D & 3D Shapes  Counting & Money  Multiplication  Division	<ul> <li>Length, Mass and Weight.</li> <li>Addition &amp; Subtraction</li> <li>Fractions</li> <li>Position &amp; Direction</li> <li>Time</li> <li>Assess &amp; Review Week</li> </ul>	Math  Number & Place Value  Addition & Subtraction  Fractions  Position & Direction  Time  Assess & Review Week	Time     Multiplication & Division     Subtraction/Difference     Measurement     Sorting     Assess & Review Week