



### Design and Technology

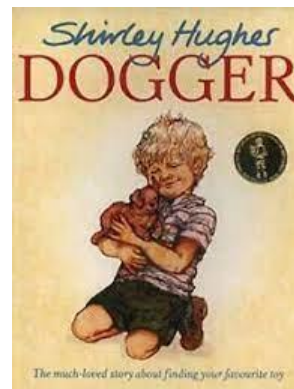
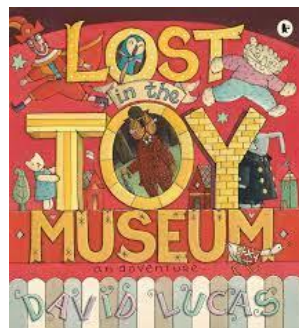
Explore and evaluate the design of a range of toys (include old and new toys).

Explore and use mechanisms.

Make own moving toy to use

when retelling a nursery rhyme.

Make a moving cone puppet toy.



### English

Read and discuss Dogger by Shirley Hughes, making predictions and sharing own experiences.

Write descriptions about favourite toys

Read and discuss Lost in the Toy Museum.

Plan and write similar story with new characters.

Watch and read toy adverts.

Write and record own radio/TV advert for a toy.

Explore classic stories (Winnie the Pooh, Beatrix Potter, Aesop's Fables...) and the history of books.

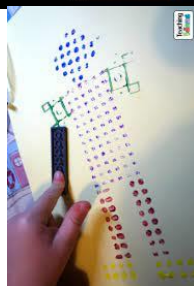
### Art and Design

Make observational drawings of toys (old and new toys).

Explore how to show texture through mark making.

Pencil drawing of a teddy bear.

Experiment with printing with Lego.



## Toys

## Y1

## Spring 2022

### Golden Thread

How have toys changed?



### History

Compare toys from the past to modern toys.

Ask and answer questions about toys from the past – interview parents and grandparents about toys.

Place toys in chronological order.

Research what life was like for children during the Victorian times.



### Maths

Create a pictogram to show favourite toys.

Use coins in a 'toy shop'.

### Trips/Visitors

Traditional toy day visitor from [www.Victorianschool.co.uk](http://www.Victorianschool.co.uk)

### Science

Compare and group together toys based on the materials they are made from.

Use scientific vocabulary to describe materials e.g. soft, hard, waterproof, stretchy, shiny, transparent...

Describe how toys move e.g. push and pull forces.

### Computing

Programming toys (Beebot)

Use Microsoft Paint to 'paint' a toy.

Use an ipad to record toy advert.

### Geography

Explore toys from around the world.

Locate countries on a World map.



### Home Learning Task

Interview family about toys from the past.

Play a range of toys with your family.

