

Topic
Y1: Toy Story

English outcomes

- Film review.
- Story—Traction Man’s adventure around the Stoneferry Area.
- Story—The Magical Toy Box.
- Poetry (rhyme—Toy Nursery rhymes)
- Non-fiction: trip recount and fact file.

French
n/a at KS1

Children’s input

After 4 weeks the children will be asked about an area of the topic they would like to explore.

Jigsaw

- Dreams and Goals.
- Healthy Me.

Science

- Group, describe distinguish and name a range of everyday materials and discuss and evaluate their properties.
- D + T link to making cars.

History

Chronology
Timeline of toys since the Victorian period

Historical Enquiry
Finding out about toys from the past.
Ask questions about toys from the past.

Historical sources
Exploring images and artefacts—old and new toys
Comparing old and new toys

Geography

Place knowledge

- Where do toys come from?
- Locate different countries where toys come from, from around the world.

Geographical skills and fieldwork links

- Atlas and map work
- Write a set of directions
- Use the compass points (N, S, E, W) to find different countries where toys come from.

ICT

- LEGO
- Code-tastic programming
- Familiarization with computing language and using electronic devices for research purposes.

Music
Charanga

Debate

- Which toys are the best: old or new?
- Should toys be brought into school?
- Should toys be allowed to be used during lessons?
- Which is the best modern toy?

PE
Gymnastics and football (taught by Mr Good)

RE: Caring for the World

- Retell a faith story.
- Recall some creation stories.
- Say why the world is place for faith members.
- Why is the world a special place?

Visitors and Visits
York Museum

Community links
Family toy day
Smyths??

Launch

- Bring a toy—write about it.
- Toy Story—write a film review.

Landing
Toy Museum—parent and child bring their favourite toy

Enterprise
Make small toys or games to sell

Half term afternoon activity
Cinema afternoon: Watch another Toy Story—compare the two

Art

- Sketching different types of toys.
- Shading and still life work on toys brought in from home.
- Draw a favourite toy and use shading and sketching techniques to draft and then do a display piece.

Design and Technology

Structures

- Investigate types of cars and their mechanisms .
- Design and make a car to go across a bridge.
- Evaluate toy car.