

Year 1: Toys

Autumn 2020

1. Key Vocabulary

Modern: something that is new, or to do with now and not an earlier time.
History: things that have happened before now (in the past).
Timeline: a way of showing the order of when things happened in history.
Victorian: things that happened while Queen Victoria ruled.
Adorable: something that is cute or that you could love.
Beautiful: something that looks lovely or pretty.
Present: things that are happening now.
Inventor: someone who makes things that didn't exist before.
Materials: things that we use to make other things (like wood, metal or plastic).
Product: something that you create or make.
Sketch: a quick drawing.
Continent: a large area of land and islands with lots of different countries.
Country: an area of land (smaller than a continent) where people live. We will look at a group of countries called the United Kingdom.
Atlas: a book or piece of paper with maps of places.
Compass: something that tells us where north, south, east and west are.
Properties: things that materials have which make them different to each other (for example, when we talk about metal being shiny or wood being hard, we are talking about their properties).

3. Art & DT

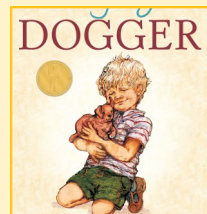
We will draw our own toys and create a "Lost in the Toy Museum" artwork.
 We will use experiences and ideas as inspirations for our art work, share ideas using drawing, painting and sculpture and explore a variety of techniques.
 We will design and make free-standing playground equipment inspired by playground toys past and present.
 We will develop ideas based on the equipment that we like and consider resistant materials and appropriate structures.



4. English

Labels and captions tell us information about an object (for example, a toy in a museum). Stories can be written about places we have been to (Lost in the Toy Museum by David Lucas and Dogger by Shirley Hughes).

Rhyming can be used in poems where the sounds at the end of the words are the same. Phonics can help us to hear when the sounds are the same.



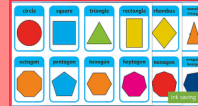
2. Curriculum Knowledge

- To recognise numbers up to 100 and use the four operations (add, subtract, multiply and divide) to solve practical problems.
- To name and describe 2D and 3D shapes.
- To use resources (number line, objects) to explain how I solved a problem and to recognise UK pound coins and notes.
- To tell the time to the hour and half past.
- To name and label parts of the human body and link senses to different body parts.
- To observe how seasons change.
- To describe properties of everyday materials.
- To rewrite the ending of a story.
- To write a rhyming or descriptive poem.
- To write labels and captions.
- To draw a toy and explore a variety of techniques using drawing, painting and sculpture.
- To design and make a free-standing playground equipment.
- To explore how toys have changed over time, compare recent toys with past toys and learn about significant individuals (Inventors of toys)
- To use maps, atlases and globes to name and locate countries and locate different features on a map by using a compass.

Enterprise	Communication	Well-Being	Possibilities	Environment
<p>Drivers:</p> <p>We will be learning about how money is used to buy and sell things.</p> <p>We will be looking at how toys have been invented and designed in order to function and appeal to children.</p>	<p>We will explore a variety of genres in English. We will explore different ways of communicating. We will encourage children develop sentence structure, formulate sentences and explain their understanding.</p>	<p>There will be a strong focus on PHSE. We will look at ways of expressing our feelings and making and sustaining friendships. We will look at different roles in society and our experiences following the recent lockdown. We will be looking at identity, diversity</p>	<p>We will be learning about the careers of Louis Braille and James Dunlop and their innovation and contribution to science and the wider world.</p> <p>We will look at different inventors of toys and career possibilities that stem from the creation of toys.</p>	<p>We will be exploring the geographical features of the four countries of the United Kingdom.</p> <p>We will look at how our choice of materials can help protect the environment.</p>

5. Maths

We will practise the 4 operations: addition, subtraction, multiplication and division using concrete strategies.



We will explore the properties of 2d shapes.
 We will recognise UK coins and explore the use of money.



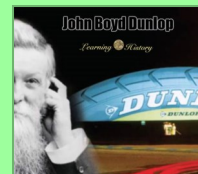
We will learn to read the time to the hour and half hour.

6. Science

The inventions of Louis Braille and James Dunlop have developed our scientific thinking and our everyday life.

Objects are made from different materials and we can name and describe the properties of these materials. Materials can be man-made or natural (e.g. Teddy bears are made of fabric)

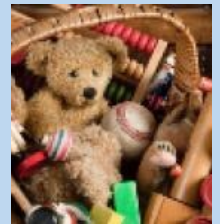
Materials can be grouped together based on their properties.



7. History/ Geography

Toys have changed, evolved and developed in different ways over time.

Recent toys (living memory) are different from old toys from family members (changes in living memory).



Maps, atlases and globes are used to identify countries around the world, as well as the United Kingdom and its countries.



We can explore the physical and human geographical features of different countries and compare these.

Different features and routes can be located on a map using different compass directions (North, South, East and West).

