

Autumn 2: Where are we in place and time?

Driver: Science

Outcome: How has how we play changed over the years?





Core Text:



Writing Genres: Narrative retelling x 2

Key vocabulary

Victorians, toys, timeline, artefact, properties, materials, design, evaluate, axles, past, animation

Subjects:	Learning Objectives:	Activities
Science: Seasons Materials 	I can identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock.	Look at different materials and consider which materials would be the best for particular toys Compare different toys made out of different materials based on their properties
History: Toys 	Sequence events and recount changes within living memory Describe some simple similarities and differences between artefacts Sort artefacts from 'then' and 'now' Talk, draw or write about aspects of the past Use common words and phrases relating to the passing of time	Compare toys from the past to now. Focus on Victorian toys and this period in history- Visit V&A museum of childhood. Explore Victorian way of life- draw links to big question. Discuss and draw how similar/different they are
Design and Technology: Design a toy car 	Create simple designs for a product Use pictures and words to describe what he/she wants to do Select from and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing Use a range of simple tools to cut, join and combine materials and components safely Ask simple questions about existing products and those that he/she has made Build structures, exploring how they can be made stronger, stiffer and more stable Use wheels and axles in a product	Plan a design of toy car, considering what the children want it to be able to do Use a range of tools and equipment to build toy car, including wheels and axles to build own toy car
Computing: 	Computing: Programming A- moving a robot Programming B introduction to animation	Begin by learning how to use scratch through moving a robot. Design own animation program with a toy car as the sprite (or other toy)

Action/Exhibition:

Exhibition of toys to parents

Trip ideas

Museum of childhood to look at toys

https://www.vam.ac.uk/young/visit?srsId=AfmBOooDFFJlu2KHuMia5HKBVWjCwld_uqQ2qieUkoT2Qdyd3286-oVY

To be taught in a block and evidenced through floor books



RE: Introduction to Islam: What does God look like in Islam?



PSHE: Physical health and fitness: The physical and mental benefits of an active lifestyle

The risks of an inactive lifestyle