

Year: A Term: 3  
Unit: Toys

**Curriculum Coverage:**

**D&T:**

**Design**

Design purposeful, functional, appealing products for themselves and other users based on design criteria

Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

**Make**

Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]

Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

**Evaluate**

Explore and evaluate a range of existing products

Evaluate their ideas and products against design criteria

**Technical knowledge**

Build structures, exploring how they can be made stronger, stiffer and more stable

Explore and use mechanisms [for example, levers, sliders, wheels and axles] in their products

**History**

Changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life

**Science**

**Everyday Materials**

Y1

Distinguish between an object and the material from which it is made

Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock

Describe the simple physical properties of a variety of everyday materials

Compare and group together a variety of everyday materials on the basis of their simple physical properties

Y2

Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses

**Resources:**

'Toys with Magic Grandad' - Video and resources

LPC Design and Technology - Playgrounds

Big Books - The Story of Toys, This is the Bear

Hamilton Trust - Changes in Living Memory - Block E - 'Toys and Books'

Espresso - KS1 - History - Toys

IPC unit - Toys

<http://www.vam.ac.uk/moc/> V&A website - Old Toys

[www.museumofplay.org/online-collections/1](http://www.museumofplay.org/online-collections/1)

[www.mylearning.org/toys-through-time/images/](http://www.mylearning.org/toys-through-time/images/)

Curriculum Visions - Science -Materials - Sorting and Using Materials

Box of old toys (classroom)

Assembly Rooms, Bath - Toys presentation

**Tasks:**

D&T

- Use construction kits and other materials to investigate making strong shapes and joins (LCP lessons 2-4)
- **TRIP:** Explore large playground toys - look at the strong shapes used e.g.: triangles. How are they constructed from different pieces of metal which are joined together? What methods of joining can you see? Take photos of the different sections of play equipment to look at again in the classroom.
- Investigate the photos of play equipment, identifying the different parts and how they are joined. Children choose which play equipment they are going to construct and make detailed sketches of what it will look like using the photos. To include the shapes and joins.
- Discuss choice of materials to make own playground toy model drawing from Science work, including what will be used for joins. Start a design plan with a labelled drawing of your model. State what materials and tools you will use.

History

- Look at toys (and pictures of toys) used now, by parents and grandparents. Discuss and draw.
- Place toys on a personal timeline from toddlerhood to age now.
- Sort a range of old and new toys. Investigate clues about their age including what they look like and what they are made of.
- Place toys on a timeline from Grandparents to parents to now.
- Record changes in toys within living memory (Hamilton Trust - Changes within living memory - Block E Session 06 image resource)
- Make a toy museum.
- **Homework** - research a toy played with by parent/grandparent. Prepare a short presentation at home to share with the class.

Science

- (Hamilton Trust) Investigate and sort different types of materials. Group materials according to their properties.
- Toy materials hunt - find the toy made from a specific material and say it's property.
- (Hamilton Trust) Design and make wooden spoon puppets.
- Investigate which material would make a suitable rain hat for teddy. Test and evaluate.

**Other links:**

Literacy - lists. Labels and captions. Lost and found stories.

Toys of the Past - Bath Assembly Rooms - Lindsey Braidley 01225 477757

Vicky Young 01225 477773

