English

- History of toys non-fiction research (variety c/c links to history)
- Stories about toys Dogger, Shirley Hughes; Old Toy Room - Twinkl etc.)
- Re-tell chant whole class.
- Re-write/plan own toy adventure/ alternative ending.
- Shared writing about favourite toys.
- Lists (shopping lists, items for D.T.)

ART

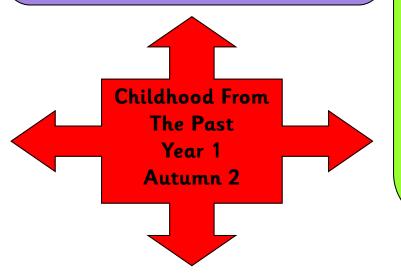
- Observational sketching of toys from the past.
- Diagram/technical drawing (c/c D & T).

SCIENCE

- Explore and discuss the materials toys are made from and the properties of the materials vs the suitability of the toy (c/c history).
- Investigate function v form relating to toys.

DESIGN AND TECHNOLOGY

- Design and make own puppet for a puppet show. Explore joining methods and select most appropriate for own puppet.
- Evaluate and appraise own and others work.



<u>RE</u>

- Answering the key questions "Why are gifts given at Christmas?"
- What are suitable gifts?
- Are their any gifts that we can give that do not cost any money?
- What do Christians believe about God and His gift to the world at Christmas?

MATHEMATICS

- Measuring/recording (science c/c links & D & T c/c links).
- Starting graph favourite toy (c/c ICT)

HISTORY

- What was this toy used for?
- When was it played with?
- Where was it made and how?
- Why did children use these kinds of toys?
- Comparison to toys over time and within living memory of ourselves and people in our families. e.g. toys from 1900, 1950, 2000, 2015 etc.
- Look at how toys have changed over time - challenge - think about why? (New materials, new technologies etc.)

Computing

- Taking photographs of toys from the past & use publisher to insert them into a document and label/ describe how they work.
- Graph —favourite toy (c/c mathematics).
- Using drawing programs to draw and label favourite toys/ toys from the past.