

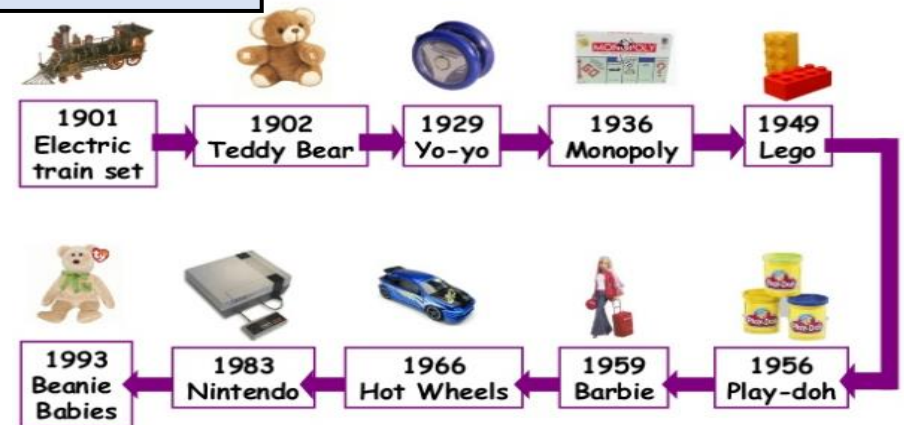


Year 1 History: Toys

Key Vocabulary	Definition
Toy	An object that can be used in play, especially by children
Console	A basic computer
Batteries	A device that makes electricity by using a chemical reaction
Electronic	Having or operating with components with electric currents
Cog	One of a series of teeth on a gear
Lever	A handle used to control or set the position of a part in a machine
Axis	A real or imaginary line through the centre of an object, around which the object turns
Factory	A building or set of buildings where the products are made by machines

Timeline/Person of Interest		
4000BCE	Ancient Egypt	Played with stone dice and marbles.
50BCE	Stonehenge	Played with animals carved from stone.
500CE		The game of chess was invented.
1000	The Vikings	Played games using a stick and a ball.
1695		Children played with alphabet blocks.
1900	Victorians	Children played with wooden toys including trains and boats.
1902	Victorians	The first Teddy bear was invented.
1959		The first Barbie Doll was invented.
1900		The Super Nintendo is invented.

Significant Toy Timeline

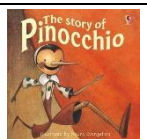




Curriculum Intent Links: 4a ii,iii

Honesty

Text: The story
Of Pinocchio



Extended Writing: To write
a set of instructions for
making a simple toy

Think like a historian by:

Identifying key questions to ask and
to develop enquiry skills to further
be able to answer a variety of open
and closed questions

Lesson Sequence:

- Can I find out about toys today? And Can I explain how we can find out about the past?
- Can I find out about toys in the past? Can I use sources to help me find out about toys from the past?
- Can I compare similar toys from different times?
- Can I compare Victorian toys with toys from today?
- Can I recognise how toys have changed over time?
- Can I use words relating to the passing of time in the context of thinking about toys?

Local Links:

The Atkinson Museum
Invite grandparents into
school

National Curriculum Coverage:

- Events beyond living memory that are significant nationally and globally
- Changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life

Key Content:

Explain what they know about toys today and explain how to find out about the past

Describe the features of different toys

Recognise old and new toys

Develop vocabulary relating to the passing of time

Identify and apply different sources we can use to find out about the past

Ask and answer simple questions

Compare two toys from different time periods, identifying similarities and differences

Ask questions of enquiry and relate them to aspects of life

Vocabulary:

Toy	Axis
Console	Factory
Batteries	
Electronic	
Cog	
Lever	