Year 1: LET'S PLAY

Essential Learning

By the end of this term, you will have learned…

- How to design and make a pop-up book
- How to evaluate and improve what we have made
- How toys in the past are different from those today
- To describe the properties of materials
- To design, plan and write up a science experiment
- How to create a story based on one we have read together

Key subjects:
science, design and technology, history

Hook Day

We will bring in a special toy to talk about and play with.

Block 1

- We'll learn all about how toys in the past are different from those today
- . We'll find out about older relatives' favourite toys and talk about our own.
- We will then design, make and evaluate a pop-up book using different techniques and materials.

Block 2

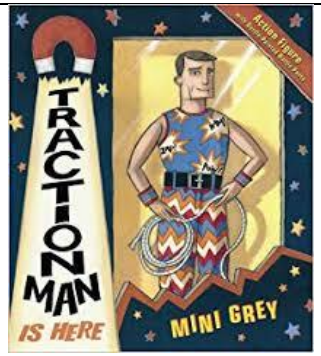
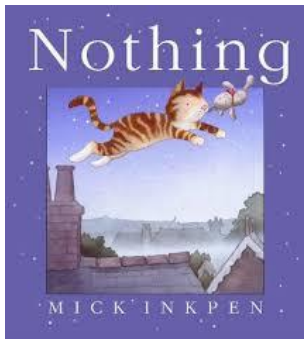
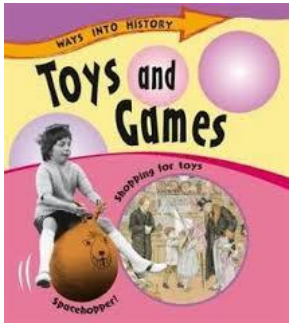
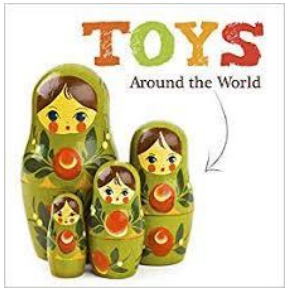
- We'll investigate,sort test and explore different materials and their properties.
- We will plan and design and carry out an experient to find out which material would make the best umbrella for our favourite teddy.

Block 3

- We'll enjoy the story of Traction Man and use different materials to design an outfit for him or make a story box.
- We will then create our own adventure story.

Year 1: Let's Play / National Curriculum Links

Science	PSHE – Dreams and Goals
• 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. • ask questions • carry out a simple test	• I can set simple goals • I can set a goal and work out how to achieve it • I understand how to work well with a partner • I can tackle a challenge and understand this might stretch my learning. • I can identify obstacles which make it more difficult to achieve my new challenge and can work out how to overcome them • I can tell you how I felt when I succeeded in a new challenge and how I celebrated it •
Art	**History**
• Not applicable in this topic	• changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life
DT	**Key vocabulary:**
• generate, develop, model and communicate their ideas through talking, drawing,templates,mock-ups and, where appropriate, ict • select from and use a range of tools and equipment to perform practical tasks • select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics • evaluate their ideas and products against design criteria • explore and use mechanisms in their products	**Science** – material, names of materials, properties of materials **History** – old, new, past, present, same, different DT – mechanism, spring, flap, lever,

Writing genres	Key texts
Adventure story Recount of scientific experiment	     Ruby That Rabbit belongs to Emily Brown Toys in Space Lost in the toy museum: an adventure (Lucas D.) Toys around the world (Brundle J., non fiction) The wooden camel (Kahiu W.) Alexander and the wind up mouse (Lionni L.) Toys and games. History snapshot (Ridley S., photographic, non fiction) Toy boat (De Seve R.) The Toymaker (Waddel M.)