

Hook

Play a range of Victorian games, eg marbles, skipping, hoop and stick, ball in the cup, etc

Spiritual and moral

Use the film 'Toy Story' to explore the themes of friendship and bullying through the characters of the toys and Sid.

Learning beyond our Classroom

Take a toy to talk about and share with a member of the community from the older generation either at Newnham Green or Hailey House.

Focussed Learning Outcomes

Create a range of toys inspired by the toys from the past you have experienced eg own take on cup and ball, spinning toys and jack in the box.

Design Technology

We will be designing and making our own toys having first learnt about how to construct different mechanisms. We will consider the workings of toys from both past and present.

English

Using the film Toy Story as a stimulus we will invent our own stories and write stories from the characters we have created. We will write instructions for given Lego model instructions and then write some for our own models we have created.

Computing

We will be making our own mini movies using the iPads inspired by Toy Story.



R.E.

We will learn about buildings that are special to people belonging to some major world religions.

History

Compare the toys of the Victorian era with those of the present.



Scientists

Investigate friction using toy vehicles on slopes with different surfaces.



Music

Create different soundtracks that could represent a variety of toys. Use the Nutcracker suite as inspiration. We will also learn songs for our Christmas show.

P.E

We will be creating a dance with 'toys' as the stimulus in response to the Nutcracker Suite. We will be developing our teamwork skills by playing a variety of playground games.

Toymakers

