

Maths

Hamilton Trust with WR elements
(EYFS, NH some Yr 1):

- Counting in 2's/5's; exploring odds/evens; number bonds to 10-20 (beyond for NH); 2D/3D shapes with positional language (literacy link); patterns and symmetry; counting to 20 (beyond for OG/NH/MM); addition and subtraction to 10, then 20 (beyond for NH); place value; money with add/sub (buying toys -autonomy).

Art

- Antione-Louis Barye - toy sculptures
- Andy Warhol - toy prints; teddy bear print wraps (Bearbrick)

Geography

- Toys around the world - identifying countries on the map using an atlas and globe
- Identifying human physical features; village, town, house (dolls houses), etc.
- Making a model village

Forest School

- Following Marland FS plan
- Making toys out of natural materials (leaf puppets, e.g.)
- Identifying human and physical features of FS

Phonics/Literacy

Sounds Write/JP and Hamilton Trust (EYFS):

- Phase 2 recap, phase 3 continuation; CVC/CVVC/CCVC sounding and blending
- Comparing old and new toys; instructions on how to make a puppet; fact file of where toys come from/how they move/history of toys (non-fiction links); acrostic poem about Pinocchio; predicting endings and innovating endings to our texts. Inc. positional lang., adjectives, adverbs.
- Texts: Lost in the Toy Museum; Pinocchio (traditional tale); The Toy Town Parade by Enid Blyton (Geography link); Old Bear (History link).

Red Class

Term 3 Planning Map

Toys - Old and New



DT

Designing, evaluating, building structures via:

- Pop-up puppets
- Teddy bear Bearbricks with paper-Mache

Cooking

- Teddy bear cookies
- Making toy cookies to sell in the 'Red class toy shop' before adding price tags (maths link)
- Testing materials
- Melting and restructuring chocolate into 2D shapes - symmetry link

Science

Hamilton Trust (Yr 1)

- Materials - which is best for a puppet? Toy freezing; pull-back toy surfaces; ball/hairdryer
- Testing surfaces - how different toys can travel on different surfaces (pull-car)
- Electricity - how different toys move/work (ball/dryer)

History

- Sorting old and new toys
- Compare old and new features of toys via our toy exhibition, online research and non-fiction
- Toy timeline
- History of the teddy bear

ICT

- Debugging - beebots: guiding toys back to the museum (prepositions/directions language, literacy link) - revisit necessary
- Algorithms - Making toys move on Scratch programme - guiding toys home (prepositions/directions language, literacy link) - revisit necessary
- Internet safety - coding messages between Toy Story characters