

Toys

What is your favourite toy? Did your parents and grandparents have the same favourite toy? There are many popular toys through the 20th century and the early 21st century which have some similarities and differences to toys of today such as Meccano, teddy bears and Crayons. We will be looking at toys in the past through research and the use of artefacts. Through timelines we will learn key dates where popular toys were invented and understand how technology, safety rules, materials and people's attitudes have had an impact on the design of toys. We will finish this topic by inventing a toy for the future.



Year 2

Autumn

Term 1

Key Vocabulary

1	Modern	Something that is modern uses new ideas, not old-fashioned ones.
2	Present	The present is the time that is happening now.
3	21st century	The 21st century is the current century of the Anno Domini era or the Common Era, in accordance with the Gregorian calendar. It is distinct from the century known as the 2000s, which began on January 1, 2000 and will end on December 31, 2099.
4	Similarities	The way something is similar to something.
5	Differences	The way something is different to something.
6	Victorian era	The Victorian era of British history was the period of Queen Victoria's reign from 20 June 1837, until her death on 22 January 1901
		
7	20th century	The 20th (twentieth) century was a century that began on January 1, 1901 and ended on December 31, 2000.
8	Changes	To make change to something, you make it different.
9	Impact	A powerful effect that something, especially something new, has on a situation or person.
10	Future	The future is the time that will come..
11	Materials	A material is something that you use to make things with. E.g; wood, plastic, cotton.
13	Artefacts	an object that is made by a person, such as a tool or decoration, especially one that is of historical interest.
		
14	Memory	The ability to remember things.



Toy timeline:

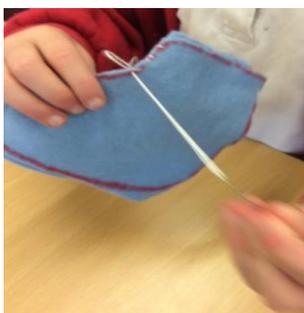


Key Knowledge

- To sequence changes in technology and toys
- To describe similarities and differences between a range of artefacts
- To understand some of the changes in technology, toys and families during their lifetime.



Key Art and design and design and technology knowledge we will gain from this unit.



Art – textiles

Use a needle and thread to sew



Design and technology

Make a peg doll by joining materials