

Exploring different forces and their effects in planned science experiments (gravity, friction, air resistance, buoyancy, magnetism)

Science,

Conducting market research surveys and producing pictogram findings on toys children like to play with (modern day)

Maths

Exploring different materials and packaging

Science, D.T.,

Consider the packaging design of other toys and the effectiveness of fonts, colours and images on the packaging. Design their own packaging

D.T., art,

Researching toys from history and famous toy inventors (including the introduction of 'childhood' during the Victorian era)

History

Designing and making games that are screen/electricity free and educational but fun, as per the Dragon's Den style brief

D.T., science,

## Inventors and Toy Designers

Consider the ethics of toy making/production nowadays and ensure their own designs are 'eco-friendly' with minimal waste

Geography

Evaluating success of designs against finished products

D.T.,

Writing and filming adverts on the iPad using a green screen, to promote their new toys

D.T., English, computing,

Completing other STEM design activities such as designing and building bridges, parachutes and cars

Science,

Presenting their toys in a Dragon's Den style pitch using persuasive writing techniques

English,

Pricing to sell their toys

D.T., maths,

<b>Discretely taught subjects</b>	<b>R.E.</b> Jesus and the Gospel / the stories Jesus told	<b>P.E with Rob Small</b> Key skills athletics	<b>Music with Cate McKee</b> <i>Awaiting long term planning</i>	<b>Maths (Year 2 and 3 mixed)</b> Fractions (4 weeks) (Unit may be broken into two parts depending on children's knowledge following school lockdown) Money (2.5 weeks)	<b>Maths Facts</b> Year 2 and 3: Telling the time to the nearest hour, half an hour, quarter past, quarter to and 5 minutes. Children to complete times tables practise sheets for 10 minutes at least once per week. (Tuesday AM).
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Exploring different forces and their effects in planned science experiments (gravity, friction, air resistance, buoyancy, magnetism)

**Conducting outside experiment**

Conducting market research surveys and producing pictogram findings on toys children like to play with (modern day)

Maths

Exploring different materials and packaging

**Using natural materials, images and colours to inspire packaging choices**

Design their own packaging

**Using natural materials, images and colours to inspire packaging choices**

Researching toys from history and famous toy inventors (including the introduction of 'childhood' during the Victorian era) **Trying out traditional games e.g. hoop and a stick on playground**

Designing and making games that are screen/electricity free and educational but fun, as per the Dragon's Den style brief

D.T., science,

**Inventors and Toy Designers  
LOTC Opportunities**

Consider the ethics of toy making/production nowadays and ensure their own designs are 'eco-friendly' with minimal waste **Using naturally gathered materials wherever possible**

Evaluating success of designs against finished products

D.T.,

Writing and filming adverts on the iPad using a green screen, to promote their new toys

**Using natural outdoor backgrounds**

Completing other STEM design activities such as designing and building bridges, parachutes and cars

**Conducting outside experiment**

Presenting their toys in a Dragon's Den style pitch using persuasive writing techniques

English,

Pricing to sell their toys

D.T., maths,

<b>Discretely taught subjects</b>	R.E. Jesus and the Gospel / the stories Jesus told	P.E with Rob Small Key skills athletics	Music with Cate McKee <i>Awaiting long term planning</i>	Maths (Year 2 and 3 mixed) Fractions (4 weeks) (Unit may be broken into two parts depending on children's knowledge following school lockdown) Money (2.5 weeks)	Maths Facts Year 2 and 3: Telling the time to the nearest hour, half an hour, quarter past, quarter to and 5 minutes. Children to complete times tables practise sheets for 10 minutes at least once per week. (Tuesday AM).
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Exploring different forces and their effects in planned science experiments (gravity, friction, air resistance, buoyancy, magnetism)

**Measuring accurately**

Conducting market research surveys and producing pictogram findings on toys children like to play with (modern day)

**Pictograms/surveys**

Exploring different materials and packaging

**3D shapes**

Consider the packaging design of other toys and the effectiveness of fonts, colours and images on the packaging. Design their own packaging

**D.T., art,**

Researching toys from history and famous toy inventors (including the introduction of 'childhood' during the Victorian era)

**History**

Designing and making games that are screen/electricity free and educational but fun, as per the Dragon's Den style brief

**Measuring accurately**

## Inventors and Toy Designers Maths and Writing Opportunities

Consider the ethics of toy making/production nowadays and ensure their own designs are 'eco-friendly' with minimal waste

**Geography**

Evaluating success of designs against finished products

**Pictograms / surveys**

Writing and filming adverts on the iPad using a green screen, to promote their new toys

**D.T., English, computing,**

Completing other STEM design activities such as designing and building bridges, parachutes and cars

**Measuring accurately**

Presenting their toys in a Dragon's Den style pitch using persuasive writing techniques

**English,**

Pricing to sell their toys

**Money**

<b>Discretely taught subjects</b>	R.E. Jesus and the Gospel / the stories Jesus told	P.E with Rob Small Key skills athletics	Music with Cate McKee <i>Awaiting long term planning</i>	Maths (Year 2 and 3 mixed) Fractions (4 weeks) (Unit may be broken into two parts depending on children's knowledge following school lockdown) Money (2.5 weeks)	Maths Facts Year 2 and 3: Telling the time to the nearest hour, half an hour, quarter past, quarter to and 5 minutes. Children to complete times tables practise sheets for 10 minutes at least once per week. (Tuesday AM).
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