



# The Magic Toymaker

## Toys and games - Milepost 1

### THE BIG IDEA

Toys come in many shapes and sizes. They are made of different materials but all are designed for us to have fun with, to learn new skills and to exercise our bodies and our imagination.

During this unit we will be focusing on History, Science, Technology, Physical Education and International.

## Explaining the Theme

In **History**, we'll be finding out:

- About toys and games from the past
- How to decide if a toy is new or old
- How to create our own toy museum
- How we can learn about the past in different ways

In **Science**, we'll be finding out:

- How to sort toys based on what they are made out of
- Which materials can be bent, squashed, twisted or stretched
- What materials are best for making a bath toy
- About pushes and pulls, and how things move

In **Technology**, we'll be finding out:

- About 'magic' toys that fool our eyes
- How to design and make our own board game
- How to design and make our own puppets

In **Physical Education**, we'll be finding out:

- About how different toys move
- How to attack and defend
- In ICT & Computing, we'll be finding out:
  - How to make our own space-themed computer game

In **International**, we'll be finding out:

- About a popular game from another country and teaching others to play it