




The Magic Toymaker Year 1 Learning Journey

Start Date:	Sunday 28 April	Unit Length:	6 weeks
	<p>Links to Host Country (Qatar)</p> <ul style="list-style-type: none"> • Look at traditional games from Qatar. • What games are played in Qatar today? • How are they similar/different to games from our home country? 	<p>During this unit our students will be:</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="background-color: red; color: white; padding: 5px 10px; border-radius: 10px;">Collaborators</div>  </div> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="background-color: blue; color: white; padding: 5px 10px; border-radius: 10px;">Adaptable</div>  </div>	
<p>The Magic Toymaker</p> <p>In The Magic Toymaker, we will be learning all about the world of toys and the role that they play in entertaining us, educating us, and stimulating our imagination. As historians, we will be finding out about the ways in which toys have changed over time; as scientists, we will be exploring the various materials that toys are made of; as designers, we will be learning about the different stages of the toy-making process and creating our own board games; and as programmers, we will be covering the basics of computer game coding. Toys come in many shapes and sizes, but what is it that makes a great toy?</p>			
<p>Entry Point</p> <p>Year 1 will start this topic by receiving a letter from 'The Magic Toymaker' asking them to use 'junk' to create a new toy. Children will complete this task to receive a special reward from The Magic Toymaker.</p>			
<p>Knowledge Harvest</p> <p>Students will fill the 'Think Tank' box with any information they know about toys and any questions they would like to find out answers to.</p>			
<p>History</p> <ul style="list-style-type: none"> • Children will bring in their favourite toy from home and present it to the rest of the class, they will then try to sort the toys from oldest to newest. • Children will write questions to ask an adult about the toys they played with when they were a child. • We will look at and discuss, 'The Toy Shop' by Peter Blake and create our own version of the painting. • We will look at the painting, 'Children's Games' by Peter Bruegel and discuss why these games might have been popular in the past. 			
<p>Science</p> <ul style="list-style-type: none"> • We will sort toys into different categories based on their properties. • Children will find out which materials make the best toys. • As a class we will carry out investigations into pushing and pulling and the resistances of different surfaces. • Children will use toy cars to investigate how surfaces impact speed. • In groups we will create circuits with a light bulb. • Children will then think about how these circuits could be used in a game. 			
<p>Design, Technology and Innovation</p> <ul style="list-style-type: none"> • We will create 'optical illusion' toys. • Children will design and create their own board games. • We will play each other's board games. 			
<p>ICT and Computing</p> <ul style="list-style-type: none"> • We will look at a variety of video games from the past. • Children will play a space themed video game. 			

- We will think about coding and algorithms needs for the game.

International

- We will research traditional games and toys from our own country and share their findings with the rest of the class.
- Children will create posters about these using Adobe Spark Post.

Exit Point

Year 1 children will celebrate the IPC unit by playing some of their favourite games. The children will receive a special message thanking them for all of their help.