

Understanding the World

Guy Fawkes Night (calendar event).

Sort and compare old and modern toys – use of materials and electricity.

Visit a Toy Museum (book a workshop/toy trail).

Find out about the toys the children's parents played with when they were small.

Learn about toys from around the world.

Look at how toys work – mechanical toys, old wooden toys, wind-up toys, etc. Make your own wind-up toy?

Pushing/pulling (forces).

Computer software: Tizzy's Toybox. Programmable toys/robots, e.g. Roamer/Beebots.

Communication, Language & Literacy

Role Play Area: Toy Shop

Discuss favourite toys/puppet shows (promote speaking & listening)
Draw and write about favourite toy.
Christmas: write cards, letters to Santa and shopping lists?
Children to write their own version of stories read, e.g. Where's My Teddy?

Texts:

Dogger, The Toys' Party (ORT big book), Toy Story, Where's My Teddy? The Teddy Bears' Picnic (plan our own teddy picnic)
Toys (information text) & Toys interactive science scheme
Harry and the Robots, Toys poems – In My Box

Lucy and Tom's Christmas, The Jolly Christmas Postman, The Snowman.

Personal, Social & Emotional Development

Firework safety.

Looking after your toys (What if toys could speak? What might they say? 'I was snatched once and and it hurt!')

How to take care of our own and others' toys.

Sharing & taking turns with toys.

Managing emotions when toys are broken, worn or lost.

Being grateful for the toys we have and think about others who aren't as lucky.

Getting ready for Christmas – traditions and preparations. Reflect on the true meaning of Christmas.

* RE lessons also taught from Come & See scheme.

Toys

Physical Development

Explore a range of toys safely and gently developing manual dexterity.

Cutting out favourite toys from catalogue and sticking them on paper to make a visual wish list.

Use recycling to make toys – fixing, joining, positioning, painting, etc.

Using construction kits to make various toys of various sizes, e.g. car, plane, etc.

Cutting templates for Christmas cards.

Wrapping Christmas presents – paper, scissors and tape.

Mathematics

Number, counting on and back, addition, subtraction – use toys as an engaging context for word problems.

Toy shop – Learning the vocabulary related to money, coin recognition, buying toys with pennies and whole coins.

Using 2D and 3D shapes to make toys of various sizes and materials, e.g. 2D and 3D robots/dolls/action figures.

Counting features of toys, e.g. wheels, buttons, etc.

Recognising shapes on toys e.g. trains, robot buttons, etc.

Sorting toys with wheels, arms, etc.

Tally charts/pictograms/charts of favourite toys.

Comparing and ordering toys by size/weight/height (possibly with Christmas parcels too).

Repeating patterns & symmetrical patterns when making Christmas cards and wrapping paper.

Expressive Arts & Design

Toy songs: Miss Polly had a dolly who was sick, sick, sick. So she phoned...

Firework pictures – flick paintings/computer drawing programs.

Design and make toys: sock puppets, cars, ball in a cup (toy used in the past).

Paint with toys: drive cars through paint to make patterns.

Cut and stick – use toy catalogues.

Make food & decorations for a Teddy Bear's Picnic.

Making a Christmas tree decoration.

Design and make Christmas cards.