

## **Curriculum Overview**



Leisure

Year 2 Spring 2: How have toys and games changed over time? In this unit we will look at how toys have changed over time. We will learn about the toys our parents and grandparents played with and also at the toys people in Victorian days played with. We will learn to observe historical sources and determine if they are old or not.

### Significant Individuals

**Ole Kirk Kristiansen** (inventor of LEGO)



(teddy bears)

#### the past? How are my family's toys and older toys different from mine? Have people always had toys? How were toys made in the past? How and why have toys

**Margarete Steiff** 

changed over time? How have games changed over time? How have adverts for toys and games changed over time?

Main Enguiry guestions

**Key Concepts Materials** Technology Entertainment Poverty and wealth

**English Texts Toys in Space** By Mini Grey **Tadpole's promise By Jeanne Willis** 

## Maths Learning

What are toys like today and how do I find out about toys in

Multiplication and division, length and height and mass, capacity and temperature Here are the home learning links: Just click on the relevant area to access the videos: https://whiteroseeducation.com/parent-pupilresources/maths/home-learning?year=year-2new

Geographical Links	Science	DT	PE	Music	RE	Computing	PSHE
Locating the countries of the significant individuals.	Animals including humans continued from last half term.	Mechanisms - Making moving monsters. From designing and planning to building and decorating.	Cricket	Zootime A Reggae Song for Children by Joanna Mangona	Why does Easter matter to Christians?	Data and information - Pictograms	Safety and the changing body.

Our curriculum elements for this half term:



Trips, activities and/or visits this term:

African drumming (ending our African topic) Spring hike

Learning hook	Toys in Space – Toys have landed in our classroom! Asking questions – toys over time. What toys did our family play with?
Fieldwork	Spring hike
Written outcome	Toy museum guide
Creative outcome	Creating a monster toy
Adventure (activities in Adventure Island)	Using tools to make toys. Spring hike Science enrichment.
Play Project	Designing toys in our play projects.
Celebration	Visit our toy museum.
Retrieval practice	<ul> <li>What are toys like today and how do I find out about toys in the past?</li> <li>How are my family's toys and older toys different from mine?</li> <li>Have people always had toys?</li> <li>How were toys made in the past? How and why have toys changed over time?</li> <li>How have games changed over time?</li> <li>How have adverts for toys and games changed over time?</li> </ul>

# Suggested texts to read at home with your children



earning & growing together, taking every opportunity.

RESPECT - ADVENTURE - ACHIEVE

### Curriculum Overview: Year 2 Spring 2:

## How have toys and games changed over time? Spellings for the half term

This half term we will be focusing on the Year 2 Common Exception Words (CEWs). We focus on a small amount of words from the list each week as well as words following the spelling pattern we are learning in class alongside our spelling programme—Jungle Club.

<u>Toys and Games</u> Sally Hewitt	COYS and Games	Lost in the toy museum David Lucas	LOST TOY MUSEUM	
Ways into History: Toys and Games looks at toys from the past and today, and explores how these have changed over time. It also studies how toys are made. It includes a timeline of some famous toys made in the 19th and 20th centuries at the back of the book.		One night, when the lights go out at the toy museum, everyone runs off and hides. Left all on his own, Bunting, the sensible old toy cat, sets out to look for them. As he follows the trail of clues through the museum, the normally reserved Bunting learns how to have fun in this affectionate picture book from one of Britain's brightest new talents.		

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Review and consolidation from Spring 1	plant bath path (apostrophes for possession: Ben's ball)	half (apostrophes for contraction: haven't)	move prove improve (near homophones: quite and quiet)	eye (homophones: piece and peace)	money monkey honey (homophones: to, too and two)