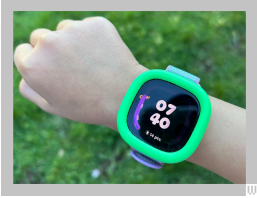


Impact of Technology

Technology in Our Toybox

Essential Questions
 How do toys and technology affect the way we play and learn?
 How has technology changed toys?
 Has technology made toys more fun?
 How can we design toys for the future?

H&WB




LLC



Humanities



M&N

Tally Counting 

1		6	
2		7	
3		8	
4		9	
5		10	

Sci&Tech



Expressive Arts



Why am I learning this?

To help me to:
 recognise things that affect my physical health and well-being, know how to respond and get help in a safe way.
 make group decisions
 identify and assess risks.
 follow the rules and participate with others.

To help me to:
 develop and adapt my vocabulary.
 understand and respond to a range of questions and instructions in a variety of contexts.
 listen to group talk and contribute to group discussion.
 respond to what I view and read, asking questions and expressing viewpoints and preferences.
 find and use information that I read
 express opinions, giving reasons, and provide appropriate answers to questions.

To help me to:
 collect, record and sort information and data.
 present what I have discovered in a variety of ways and draw simple conclusions.
 sequence events and understand that the past can be divided into periods of time.
 recognise similarities and differences between people's lives, both in the past and present.
 contribute actively and constructively to my community.

To help me to:
 count in different steps of uniform size, and recognise odd and even numbers..
 order and compare items up to £10.
 use non-standard units to measure
 use the language of position and recognise half and quarter turns, clockwise and anti-clockwise
 sort and classify objects
 present work orally, pictorially and in written form
 extract and interpret information from graphs

To help me to:
 explain the advantages of communicating electronically.
 create, edit and organise multimedia components
 detect and correct mistakes which cause instructions (a solution) to fail (debug)
 change instructions to achieve a different outcome.
 identify repetitions or loops in a sequence, e.g. identify where to shorten a set of instructions by repeating steps.

To help me to:
 create my own designs and work together with others to develop creative ideas.
 produce, design, exhibit and share my creative work in a variety of ways for different audiences, inspired by a range of stimuli and experiences.
 use creative materials safely and with some control under supervision.

My learning experiences

<p>Explore toys that encourage us to be active.</p>	<p>Create a class glossary of technology words.</p> <p>Create and ask questions linked to specific toys.</p> <p>Interview an inventor.</p> <p>Create a digital poster about an inventor.</p> <p>Deliver a persuasive pitch for their toy.</p> <p>Create captions and labels for toys/ inventions.</p> <p>Read and follow instructions on how a toy works.</p> <p>Write instructions for using the toy.</p>	<p>Explore a range of old toys and discuss changes.</p> <p>Slideshow “Toys Through Time.”</p> <p>Compare gadgets used at home vs school.</p> <p>Create a timeline of toy inventions.</p> <p>Circle time debate on whether technology has made toys more fun.</p>	<p>Sort toys by size, weight, or function;</p> <p>Measure materials for toy prototypes</p> <p>Measure and cost materials</p> <p>Tally favourite toys.</p> <p>Compare data (toys used then vs now).</p> <p>Timeline of toys.</p> <p>Survey who uses which toys at home and analyse data.</p> <p>Look at toy prices.</p> <p>Vote for “Most Fun Toy” and tally results.</p>	<p>Take photos of toys and label them using a digital tool.</p> <p>Use a drawing app to create a labelled design.</p> <p>Make a simple pictogram using a digital tool.</p> <p>Record and edit a short video.</p> <p>Create a digital mind map of ideas.</p> <p>Program electronic devices using position and direction.</p> <p>Toy Lab (junk modelling), Coding Corner (Bee-Bots).</p>	<p>Record a video advert for their toy.</p> <p>Compile videos and slides into a digital showcase.</p>
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Suggested novels: Rosie Reveer, engineer

Suggested Launch The class becomes a team of “Gadgeteers” tasked with exploring, inventing, and improving gadgets to help people.

Narrative Hook: A letter from a fictional “Gadget HQ” asking for help to design gadgets for the future.

Suggested Landing Gadgeteers assembly for parents.

Pupil voice opportunities