



Knowledge Organiser	Subject: History	Topic: Toys Past and Present	Year: 1
----------------------------	-------------------------	-------------------------------------	----------------

Key Knowledge

Toys are the objects that we play with. They can be anything from a cardboard box to dolls and computers. Children have always played with toys, whether they were born 2000 years ago or earlier this year. Toys have changed over the years in the way they looked and what they were made from. Looking at what a toy is made from can help work out how old it is. Before electric toys were invented, many toys had **levers, hinges and wheels**, so that the user could move them. Even the same toys, such as dolls, look different today than those from the past. **Victorian Toys** - Rich girls played with dolls and teas sets, and rich boys played with toy soldiers and **marbles**. Poor families did not have enough money for toys, so made their own. It was before electricity was widely used, so pulleys, cogs and levers were so users could make toys move. **Modern Toys** have changed rapidly, as different materials and technologies have been used. **Dolls** - a doll is a model of a human. The earliest dolls can be traced back to 200BC the wooden paddle doll. Porcelain dolls were made in 1840 and now with new materials such as plastic, there are now thousands of different types of dolls that are mass-produced. **Teddies** - a teddy bear is a soft toy in the form of a bear. The first teddy bears were sold in 1903 – named after Theodore ‘Teddy’ Roosevelt. There are now thousands of types of teddies. **Construction Toys** allow the user to build using blocks or pieces. The most famous example is **Lego**, which was first released in Denmark in 1949. **Computer Games Consoles** A video games console is a computer system on which the user can play games. The first games consoles were around from the 1970s, but were nothing like games consoles today!

Being an Historian/Key Skills Developed

Prior Knowledge from EYFS:

- Children know about similarities and differences in relation to places, objects, materials and living things
- They make observations and explain why some things occur, and talk about changes.

Year One Expectations:

- Tell the difference between past and present
- Place events/ artefacts linked to the person on a timeline
- Find answers to given questions
- Use images/artefacts to generate questions
- Make comparisons, understand cause and effect.

Multi-Disciplinary Skills

To use their prior knowledge of materials to recognise what materials are used for the toys and begin to understand why.

To develop design knowledge of levers, hinges and wheels.

Develop awareness of the past and use common words and phrases related to time e.g. past, present, then, now etc.

To be able to sort toys using given criterion – old ,new and justify.

Key Concepts

Time,Change.Chronology:

to create a sense of period and time, the sequence of when things happened; what changed and what continued; what we might see as progress.

Reasons and Results:

how can we explain why things happened in history, how did people make a difference to what happened? What followed as a result of these events?

Historical Evidence: what do we use to find out about the past? How can we use this material safely to produce the best history we can? What are the problems when using historical sources?

The Big Question

What stories can toys tell us?



Key Vocabulary	
Handmade	Made by hand or with hand tools, rather than by machine.
New	Having recently arrived, been produced, or come into being.
Old	Having existed for many years, not new.
Past	Having happened or gone by at an earlier time.
Plastic	A material which is light in weight and does not break easily. Widely used after WWII.
Chronology	The order of events in time.
Past	Having happened or gone by at an earlier time.
Present	Existing at this time; current.



Linking Thinking Across Our Learning Journey					
Early Years	Year One	Year Two	Year Three	Year Four	Year Five
All About Me – To begin to identify similarities and differences.	Toys in the Past and the Present.	The Great Fire of London – To understand cause and effect, how changes occur.	Invaders and Settlers: Romans – The impact on Britain from 43AD to the 5 th Century.	The Windrush Generation – Similarities and differences between the generations.	Rebuilding Britain After World War II. Cause and effect – innovations in design.



le of
ow
ry,