

Workshop Description

Toys and Games

Title	Toys and Games	
Age group	FS	KS1
Duration	45 minutes	
Description	In this interactive workshop children will have the opportunity to handle toys and games from the 1930s period. They will compare them to similar toys from today and appreciate the differences in materials used, operation and complexity of use.	
National Curriculum	EYFS – Early Learning goals Communication and Language Listening and attention Understanding Understanding the world People, cultures and communities	develop an awareness of the past, using common words and phrases know where the people and events they study fit within a chronological framework and identify similarities and differences between ways of life in different periods. understand some of the ways in which we find out about the past and identify different ways in which it is represented Significant historical events, people and places in their own locality
Learning Objectives	 1930s period To learn what toys an To compare toys fron To recognize the diffe 1930s and today 	erences in materials used to build toys in echnology has changed the sort of toys

Company of the same
BEKONSCOT
MODEL VILLAGE Established 1929
Established 1929

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Differentiation	All children will understand that Bekonscot is a representation of
	life in rural England in the 1930s
	All children will appreciate the simple differences between toys
	form 1930s and today
	Most children will be able to identify specific differences
	between materials from which toys are made
	Some children will understand that the development and
	availability of technologies such as battery power and coloured
	plastics has changed the type of toys available for children.