

# Feniscowles Primary School

Striving for Excellence



Module Overview - Year 1 AutumnTerm

# Enquiry: How do our toys and games compare with those of children in the 1960s?

# What pupils will know

- Some of the ways in which historians divide up time
- Why dividing up time into periods helps in the study of History
- How to construct a simple timeline of significant events in British history
- Some of the important events which occurred during the decade of the 1960s
- How to construct a timeline of the main events of the 1960s
- Why some of these events were of great significance
- Which were the most popular games and toys of the 1960s
- How these toys and games compare with popular toys and games today
- Some of the reasons for the similarities and differences they observe
- How the invention of Tim Berners-Lee in 1989 led to a great change in toys and games
- What the term 'continuity and change' means in history
- Some of the significant memories and experiences of adults alive today who lived through the 1960s

#### **National Curriculum Coverage**

- changes within living memory where appropriate, these should be used to reveal aspects of change in national life
- the lives of significant individuals in the past who have contributed to national and international achievements

# Historical sources that the pupils will interpret

- Photographs
- Music
- Toys
- Games
- Films
- Oral histories
- Television shows

# Disciplinary thinking skills the pupils will use to understand what they know

Recognise	Name and point out who or what something is
Identify	Distinguish something or someone from others
	that may be similar
Describe	'Say what you see'. Give an account in words
	of something or someone
Observe	Identify and distinguish with a degree of
	analysis some things that may potentially be
	more noteworthy or important than others
Select	Decide upon and choose that information
	considered most suitable or relevant
Categorise/Classify	Arrange information into particular groups
	according to shared qualities or characteristics
Sequence	Place a set of related events or things that
	follow each other into an order
Compare and contrast	Find similarities and differences
Recall	Remember and recount something learned
Reason/speculate	Thinking and forming ideas about something
	without necessarily firm evidence yet to back it
	up – conjecture, supposition
Summarise	Outline or sum up briefly the main points
	about something
Empathise	Placing yourself in another's position to better
	understand their motives, decisions and
	actions

#### **SEND**

In line with our school policy, we ensure inclusion through constructing enquiries which are graduated in 'bite size' steps allowing for the setting of personalised targets, a broad range of learning and teaching strategies including questioning, working with additional adults where appropriate and a holistic approach to assessing achievement.

# Pupils making a good level of progress will:

- Identify and describe some of the ways in which historians divide up time
- Suggest reasons why dividing up time into periods helps in the study of History
- Construct and describe a simple timeline of significant events in British history
- Describe some of the important events which occurred during the decade of the 1960s

**End Points of Learning** 

- Construct and describe a timeline of the main events of the 1960s
- Suggest reasons why some of these events were of great significance
- Identify, observe and describe the most popular games and toys of the 1960s
- Compare and contrast these toys and games with popular toys and games of today
- Suggest reasons for the similarities and differences observed
- Describe what Tim Berners-Lee invented in 1989
- **Explain** why this invention led to a great change in toys and games
- Describe what the term 'continuity and change' means in history
- **Describe** some of the significant memories and experiences of adults that they have interviewed about their experiences of the 1960s

# Pupils working at greater depth will also:

• **Describe and explain** some other ways in which the invention of the internet, wi-fi and 'smart connectivity' has changed people's lives since the 1960s

#### **Prior Learning**

#### Earlier in Key Stage 1 pupils:

- Studied people and events that lived and occurred in prehistoric periods (BC) e.g., Ancient Egypt and AD e.g., Pompeii and the First World War
- Learned why some people and events in history are considered more important or significant than others – e.g., Marie Curie and the First World War

#### In Nursery and Reception pupils:

- Created their own personal timeline for their lives so far
- Were introduced to people in stories about the past who did important things and are remembered today
- Examined and talked about images of familiar situations in the past
- Examined artefacts from the past commenting on similarities and differences to modern day equivalents
- Heard and discussed accounts of the past involving people, places and events through storytelling and role play
- Were supported to organise events using basic chronology
- Recognised that things happened before they were born