

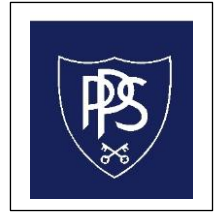
CHALLENGE

To create a 'GameBox' which has everything a group of children need to play the game, including instructions and photos/illustrations.

How could we play in different ways?

Year 2

Lead state of being: Historian



Supporting States of being: Artist and Philosopher



Being a Historian

History: skills

- develop an awareness of the past using common words and phrases related to the passing of time;
- use a wide vocabulary of everyday historical terms;
- ask/answer questions, choosing and using parts of stories and other sources to show they understand key features of events;
- understand some of the ways in which we find out about the past.

History: knowledge

- **changes within living memory.**

This can link to local history where possible



Being an Artist

Look at paintings from the past which depict children playing games:

- LS Lowry - The Playground (1945)
- Pieter Breughel - Children's games (1560)
- Goya - The Seesaw



Being a Philosopher

PSHE

Being Me in My World:

- Can you contribute to the life of the classroom and school? How?
- How can we make the classroom a safe place for everyone?
- Do you play by the rules? Do you take turns?
- How does it feel when someone shares with you?

People: The Kirk Kristiansen Family (Lego)

Place: Denmark (Lego Production)

Story: Lost in the toy museum, David Lucas

Key Vocabulary

Present: today, now, Near past: yesterday, last week
Far past: years ago, decades ago, generations, Change

Curricular links to discrete teaching

Being a Mathematician



- Matrix/graphs
- Calculate points for games
- Create table of winners for the games

Being an Author – Reader



Playground, *James Mollison*, Pocket Playground Games from *Around the World*, *Jenny Mosley*, Toys around the world, *Joanna Brundle*, *The Wooden Camel*, *Wanuri Kahi & Manuela Adreani*, Traction Man is here, *Mini Grey*, Lost in the toy museum, *David Lucas*

Being an Author – Writer

Instructions

