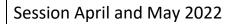
Dunlop Primary School The Queen's Platinum Jubilee





Platinum Jubilee – Changing Toys

Organiser	Experience and Outcome	Possible experiences to be delivered during Changing Toys Week
		Outdoors (2 weeks)
People, past events and societies	I can make a personal link to the past by exploring items or images connected with important individuals or special events in my life. SOC 0-02a	 Outline Key Learning of Plan We will Divide the experiences into individual weeks: Week 1- deconstructive week/ Week 2 toys we use now. Week one: provide the children with natural open-ended resources, encouraging
	I have explored how people lived in the past and have used imaginative play to show how their lives were different from my own and the people around me. SOC 0-04a	 the children to use their imaginations and own creativity. Week two: provide resources to encourage energetic play i.e. balls, bikes, scooters etc. Encourage the children to discuss the difference between the two weeks and what they liked/disliked.
Physical activity and sport	I am enjoying daily opportunities to participate in different kinds of energetic play, both outdoors and indoors. HWB 0-25a	 During playground time, play traditional playground/ring games i.e. Ring a Roses, There was a Princess Long Ago etc. Encourage the children to use chalk/pencil/crayon to create images relating to their play experiences.
Art and Design	I have the freedom to discover and choose ways to create images and objects using a variety of materials. EXA 0-02a	 Outline Children's Key Learning Skills The children will: Identify at least two different types of evidence which can provide information about the past, i.e. books, pictures, Promethean Board. Share and discuss their play experiences, giving reasons for likes and dislikes. Move at different speeds, levels and directions with others in a designated space. Demonstrate eye/hand and eye/foot co-ordination required for movement skills. Participate with enthusiasm. Enjoy being challenged. Record their experiences i.e. recalling personal experiences using drawings.