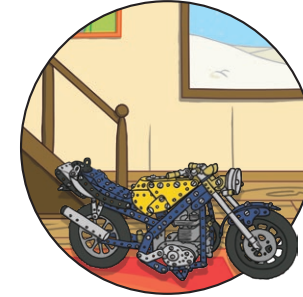


Key Facts	
How long have toys existed?	Toys have existed for thousands of years. They were made out of the materials that were available at the time. Even stones and string have been made into toys.
What were toys made of during the Victorian age?	Toys were mainly made of wood, paper and metal during the Victorian age.
What toys did Victorian children play with?	Rich Victorian children played with toys such as clockwork trains, rocking horses, tea sets and dolls. Poorer children played with homemade toys such as peg dolls, wooden boats and rags stuffed with sawdust to make balls or toy animals.
What are modern toys made of?	Modern toys are mainly made of plastic. This is because it is usually safer and easier to make things with.
How are modern toys different?	Many modern toys use electricity to work. Computers and consoles were invented in the 20th century .

dolls



Meccano



teddy bears



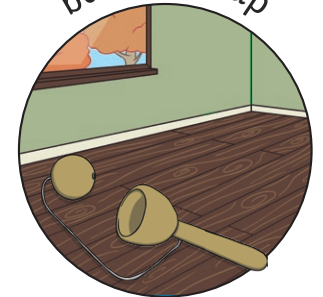
board games



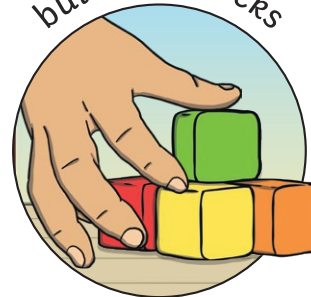
doll house



ball and cup



building blocks



computer games and consoles



To look at all the planning resources linked to the Toys unit [click here](#)

Key Vocabulary

Victorian	The time of Queen Victoria's reign. 1837-1901.
20th century	The 20th century was 1900-1999.
21st century	We are in the 21st century . It started in the year 2000 and will end in 2099.
wooden toys	Lots of toys were made of wood. Boats, train sets and cup and ball were all made of wood. Some toys are still made of wood.
paper toys	Some toys, like paper windmills, were made out of paper.
metal toys	Toy soldiers and some spinning tops were made out of metal.
plastic toys	Most modern toys are made of plastic. Toy soldiers, dolls and ride-on cars are usually made of plastic.

19th century

Toys: wooden dolls, wooden doll houses, tea sets, ball and cup, spinning top, toys soldiers, leather footballs.

**21st century**

Toys: handheld games consoles, virtual reality.

**20th century**

Toys: teddy bears, Barbie dolls, Action Man, electronic toys, computers, games consoles.

