



# LESSON PLAN

# Toys! Amazing Stories Behind Some Great Inventions



# FEATURED PROPS



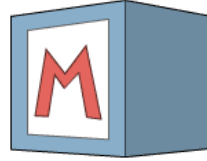
Beaker



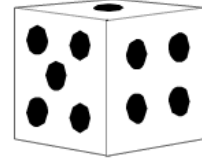
Bike



Card



Cube



Dice



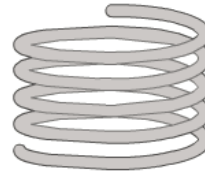
Doll



Skate



Skateboard



Spring



Train

# TEACHER GUIDE

## Getting Started

Read the text, *Toys! Amazing Stories Behind Some Great Inventions* (excerpts available online), and learn about the history and evolution of 32 toys and related inventions. Toys and games include: Silly Putty, Slinky, Seesaw, Legos, Mr. Potato Head, Raggedy Ann, Monopoly, Wiffle Ball, and more.

## Opening Discussion

Discuss the following:

- What was your favorite part of this text?
- What surprised you the most? Why?
- What toys impacted inventions, and vice versa?
- How did history influence the inventions of these toys, and vice versa?
- Compare and contrast the inventors and inspiration behind each toy.

## Activities:

- **VOCABULARY**  
Complete during and after reading.
- **KWL CHART**  
Complete before and after reading.
- **FAVORITE TOY**  
Complete after class reading and discussion.
- **POSTER (EXTENSION / MODIFICATION)**  
Create a **Poster** to illustrate the story and function behind your favorite toy.
- **CHARACTER MAP (EXTENSION / MODIFICATION)**  
Create your own toy or game and illustrate its qualities, uses and purposes using a **Character Map**.
- **MIND MAP (EXTENSION / MODIFICATION)**  
Compare and contrast two toys and/or inventions using a **Mind Map**.

## Concluding Discussion

Discuss the following:

- Compare and contrast the invention of toys and technology.
- Compare and contrast the various inventors and innovators behind the toys discussed in class.
- Why do people invent new things?
- Why do toys exist?
- Why are toys important?
- Are there any current toys you believe may influence history, culture or technology in the future?

PIXTON ACTIVITY 1

# VOCABULARY

## Featured Layouts

- Comic Strip
- Storyboard

## Intro

Read the text, "Toys! Amazing Stories Behind Some Great Inventions" (excerpts available online).

## Instructions

Create a **Storyboard** or **Comic Strip** to illustrate the meaning of at least four words from the text:

- Identify the word in the panel title.
- Write a detailed definition of the word as it is used in the text.
- Include an appropriate illustration for each panel. See the rubric for grading guidelines.

### Example Comic Strip

# Vocabulary "Toys! Amazing Stories..."

by Student



## PIXTON ACTIVITY 2

# KWL CHART

### Featured Layouts

- Mind Map

### Intro

Begin the KWL chart before reading to see what students already know about the toys in the text (Silly Putty, Slinky, Seesaw, Legos, Mr. Potato Head, Raggedy Ann, Monopoly, Wiffle Ball, and more). After the reading is complete, add to the KWL chart to keep a record of exactly how much students learned about the history, inspiration and inventions behind these amazing toys:

- K: What you already KNOW about the subject.
- W: What you WANT to learn.
- L: What you LEARN.

### Instructions

Create a KWL chart for the amazing inventions behind toys (Silly Putty, Slinky, Seesaw, Legos, Mr. Potato Head, Raggedy Ann, Monopoly, Wiffle Ball, and more) using a three panel **Mind Map**:

- Identify the letter in the panel title.
- Write a detailed description for each panel.
- Include an appropriate illustration for each panel.

See the rubric for grading guidelines.


Example Mind Map

# KWL Chart - History of Toys

by Student

KWL - Toys! Amazing Stories Behind Some Great Inventions

**K**



- Dolls were once handmade
- Most people used balls, sticks and other common objects for toys and games
- Most toys mimicked real-life, such as toy cars, toy horses, toy houses, etc.

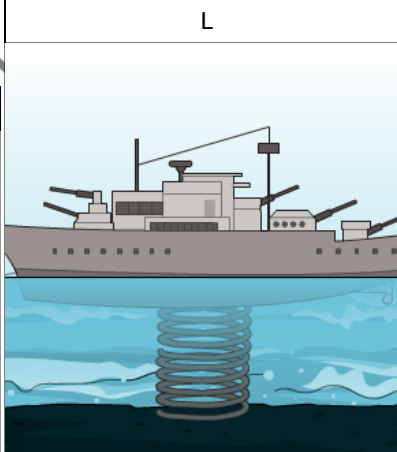
**W**



I'll call it silly putty!

- Who invented my favorite toys?
- Were toys mistakes or "misinventions" for "real" inventions?
- When were different toys invented and why?
- When were modern toy companies made?

**L**



- The slinky was invented in 1945 by mistake while attempting to make a stabilizing device for rocking ships
- Remote control toys inspired remote weapons
- The Greeks, Romans, Chinese, Egyptians and Germans all invented saws





## PIXTON ACTIVITY 3

# FAVORITE TOY

### Featured Layouts

- Comic Strip
- Storyboard

### Intro

After reading, have students choose one toy that they felt had the most interesting story, inspiration, invention or history behind it. Then, have students illustrate the fun and interesting facts they learned.

### Instructions

Create a **Comic Strip** or **Storyboard** to illustrate at least four fun and interesting facts about your toy of choice:

- Include an appropriate description or dialogue for each panel.
- Include appropriate illustrations for each panel.

See the rubric for grading guidelines.

### Example Comic Strip

# History of Dolls

by Student



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