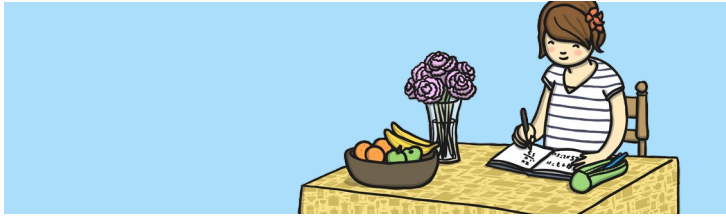


Introduction

This Leisure and Entertainment in the 20th Century unit will teach your class in depth about the rise in popularity of cinema. They will learn about how and why football became the nation's favourite sport, the social and cultural importance of the 'Swinging Sixties', why British holiday camps emerged and how television has impacted modern life. Children will also learn about how developments in 20th century technology can make life in this century easier.



Home Learning

Motown: In this task, the children are asked to find out what Motown is, who the Motown artists were and to write a short biography of one of the Motown stars.

Technology Interview: In this task, the children will have to find someone that remembers a piece of technology at home. The task includes suggested questions, but encourages children to raise their own questions about the decade.



Weblinks

[Legendary Football Players](#)

[Top 100 Football Players of All Time](#)



Wider Learning

Leisure and Entertainment Visits:

National Media Museum, Bradford.

National Football Museum, Manchester.

The Cinema Museum, London.

The Sixties Collection, York Castle Museum.

The National Museum of Computing, Milton Keynes.

Computing Collection, National Science Museum, London.

To look at all the resources in the Leisure and Entertainment unit [click here](#).

To find out more about PlanIt download our [free guide here](#).

Assessment Statements

By the end of this unit...

...all children should be able to:

- Name some significant dances and bands that became famous during the 1960s.
- Use old film posters to understand why cinema was important to people in the 1930s.
- Have a chronological understanding of how technology developed over the century.
- Explain what to include in a party fit for the 1960s.

...most children will be able to:

- Raise questions for characters from the past, such as holiday camp owner Billy Butlin.
- Describe the changes that took place in football over the century by comparing football kits to those of the present day and thinking about significant players who helped to make the game famous.
- Have an understanding of the importance of film posters in attracting audiences and compare the similarities and differences of the 1930s examples.

...some children will be able to:

- Understand why and how young people were very different to their parents in the 1960s.
- Explain why cinema became less popular by the middle of the 20th century by looking at evidence from the past and considering the impact of television on audiences.
- Confidently debate the effect of increased television watching on modern lifestyles.

Lesson Breakdown

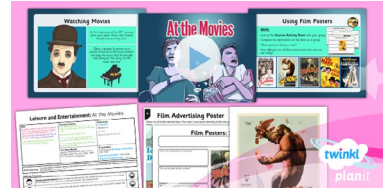
Resources

1. At the Movies

Regularly address and sometimes devise historically valid questions about change, cause, similarity and difference, and significance by learning about the role of cinema in 20th century entertainment.

- I can understand how cinema changed over the 20th century.

- Whiteboards
- Scissors
- Colouring Pencils



2. The Beautiful Game

Continue to develop a chronologically secure knowledge and understanding of British, local and world history, establishing clear narratives within and across the periods they study by learning about how and why football changed across the 20th century in Britain and throughout the world.

- I can understand how and why football changed over the 20th century.

- Whiteboard
- Internet access
- Books

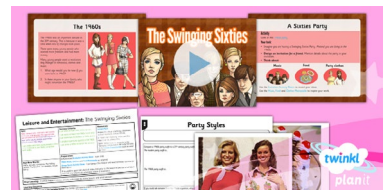


3. The Swinging Sixties

Note connections, contrasts and trends over time and develop the appropriate use of historical terms by learning about how some young people spent their leisure time in the 1960s.

- I can understand how young people's lives were different in the 1960s compared with today.

- Access to a large space e.g. classroom without furniture or a school hall
- A 'Hand Jive' track e.g. 'Willie and the Hand Jive' by Johnny Otis
- Some 1960s music to dance to in the 'Swinging Sixties Dance Off'



4. Wish You Were Here

Regularly address and sometimes devise historically valid questions about change, cause, similarity and difference, and significance by learning about why the British holiday industry boomed from the 1930s onwards.

- I can understand why Holiday Camps became popular in Britain.

- Access to a good amount of space e.g. classroom with a large carpet area
- Sticky notes
- Whiteboards

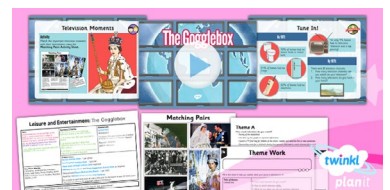


5. The Gogglebox

Understand how our knowledge of the past is constructed from a range of sources and that different versions of past events may exist, giving some reasons for this by learning about how television became a popular leisure activity.

- I can understand how important television has been to British people.

- Whiteboards
- Envelopes (put each source into a sealed envelope to make it a 'mystery source')
- Big paper and pens
- Laptops (optional)



6. Technology

Construct informed responses that involve thoughtful selection and organisation of relevant historical information by learning about the impact of 20th century technologies on leisure and entertainment in the 21st century.

- I can see how changes in 20th century technology affect our lives today.

- Whiteboards
- Scissors



To look at all the resources in the Leisure and Entertainment unit [click here](#).

National Curriculum Aim Lesson Context Child Friendly