

Year 1: Fitz and Will: the Cambridge Cats
Summer

Hook:
Visit to Blue Cross to meet Fitz and Will
Cat spotting on the River Cam

Celebration:
Invite the parents in for graduation ceremony with Fitz and Will present – share learning and knowledge and own stories from the term.
Cake sale at end and money go to Blue Cross?

Key Learning Question:
Where do we live? Why is Cambridge a special place to live? What do you already know about Cambridge? What would you like to find out? Why are there so many old buildings in Cambridge? What are they used for? Why is it called 'Cambridge'? What is the river called and where does the river go?

Opportunities for First Hand Learning experiences:
Visit from Blue Cross animal shelter – stroke cats, how do we look after cats.
Trip to Cambridge to visit sights – eat Chelsea bun from Fitzbillies!

Key Texts:
Fitz and Will books:
The May Ball adventure
The graduation adventure
The boat race
Talk for Writing – innovate and imitate stories
Information texts

Main Theme:
Looking at the area in which we live – the history

Visit our class names college on the trip to Cambridge.

Music:
Orchestra visit or children visit TCC to listen to a performance.

Art:
Sketching and observational drawings when on trip to Cambridge

STEM:
Science:
Seasonal change – take one picture
Investigation
Animals
Materials needed to make a suitable home for Fitz and Will

Design Technology:
Make a home for Fitz and Will – have two cats (cuddle toys) that are in the classroom and direct learning.

PHSE:
Friendships

Debate topic

Writing: Text Types:
Narrative
Information texts
Reports
Newspaper articles
Diary entries

History and Geography

Geography – contrasting locality (Africa) Make contact with another school and share experiences of what it is like being at school.

Significant women in history from Cambridge

Reading: Reading for information
Leaflets

Maths: NRICH:
See other document

RE:
Places of worship in Cambridge

PE:
See Miss Smith

Computing:
Beebots – navigate the beebots on a tour of Cambridge (on a mat)
Algorithms
ScratchJunior