

# History of Bedford



## Year 1

### Essential Knowledge

By the end of this unit children will:

- Be able to recall facts about John Bunyan
- Order events in a chronological order
- To explain how Bedford Castle has changed over time.
- To design, create and evaluate a product
- To identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

#### Sensational Start

WOW Day!

Let's go into the woods – we will be making our own infant weaponry using sticks and string

#### Extraordinary Extra

Which famous person lived in Bedford a very long time ago?

#### Fabulous Finish

Design and create your windmill

#### Key Dates

Bumblebees Class

Assembly-1st May

Rabbits Class Assembly -  
8th May

Phonics Screening - week  
beginning 10.06.24

Gullivers - 27.06.24

**Core Subjects:  
Links to theme**

**Around the World — Theme Content— National Curriculum links**

**English Links**

Reading and discussing a range of stories  
Using adjectives to improve our writing.  
Including the conjunction **and** in our sentence writing  
Checking that we have added punctuation correctly—capital letters, full stops, question marks and exclamation marks

**Maths**

Continue counting forwards and backwards to 100.  
Counting forwards in 2s, 5s and 1s  
Measure and compare length  
Compare length and height  
Mass and volume: heavier/lighter, full/empty  
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**Science**

We will learn about the different parts of the human body. We will also learn about the five senses and identify which part of the body is associated with each sense..

**Foundation Subjects**

**Geography**

We will not be covering Geography this half term.

**History**

We will be finding out about John Bunyan and investigating why we have a castle mound in Bedford.

**RE**

In RE, we will be learning about significant and sacred places. We will also celebrate any special celebrations that occur during this term.

**Music**

Journey into the unknown and explore under the sea through music, movement, chanting and the playing of tuned percussion instruments.

**Art and Design**

**Design and Technology**

Design, create and evaluate your own windmill for a dinosaur that lived in Bedford.

**P.E.**

Team games and Athletics

**Computing**

Using creativity and imagination to plan a miniature adventure story and capture it using developing photography skills