



The Shevington Federation

Year 4: Museum of Long-Term Knowledge

MEZZANINE

The Music Lounge (*Music*)

- Wider opportunities in music – String

The Gallery (*Art*)

- Storytelling through drawing
- Exploring Still Life
- Exploring Pattern

THE LOBBY

The Gift Shop (*Trips & Enrichment*)

- Chester – Deva Roman Experience
- Wakefield coal mining museum
- Rivington /Martin Mere
- York residential

GROUND LEVEL

The Reflection Room (*RE*)

- Hindu/Christianity
- Sikhism/Christianity
- Islam/Christianity

The Room of Wellbeing (*PSHE*)

- Families and relationships/ Health and wellbeing
- Citizenship
- Economic wellbeing/ Transition session

OUTSIDE

The Garden (*Outdoor Opportunities*)

Active Space (*PE*)

- Invasion games/ Hockey/ Gymnastics
- Dance/ Gymnastics/Netwall-tennis
- Athletics/Outdoor adventurous/ Striking and fielding



LEVEL 3

Around the World (*Geography*)

- Building locational knowledge – hemispheres and tropics/ Migration
- Natural resources
- Rivers/Mountains, volcanoes and earthquakes

Artefact Collections (*History*)

- Roman Britain
- Local communities – mining study

Significant People (*Past & Present*)

- Julius Caesar/Emperor Claudius
- Rita Culshaw

LEVEL 2

Global Connections (*MFL*)

- All about me 11-13 and Body
- School
- Summer holidays

The Library (*Class Readers*)

Can You See Me?
The House with Chicken Legs
Bubble Boy
The Ironman
The Explorer
Flood

Philosophical Exhibit (*Extended Writing*)

- Did the Roman invasion benefit Britain?
- What does local history teach you about your community?
- How does where we are in the world affect who we become?

LEVEL 1

The Research Lab (*Science*)

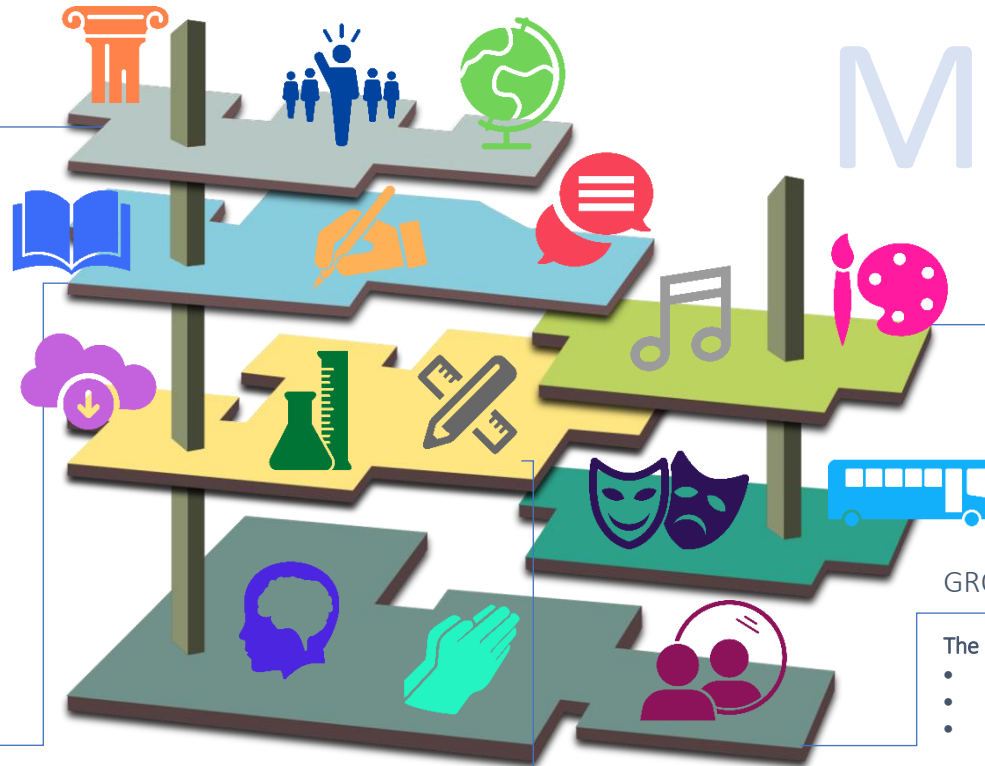
- Sound / Electricity
- States of Matter
- Living things and their habitats/ Animals including humans

Meet the Maker (*DT*)

- Electrical systems – torches
- Digital word – mindful moments timer
- Cooking and nutrition – adapting a recipe

Technology Expo (*Computing*)

- Data and information – Data Logging/ Creating media – Photo Editing
- Programming – repetition in shapes
- Programming – repetition in games/Creating media – audio production



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