



The Shevington Federation

# Year 3: Museum of Long-Term Knowledge

## MEZZANINE

### The Music Lounge (*Music*)

- Recorders/African Vocal music
- Recorders 2
- Vocals with a partner

### The Gallery (*Art*)

- Drawing skills
- Collage and digital media
- Clay sculpture

## THE LOBBY

### The Gift Shop (*Trips & Enrichment*)

- Tatton Park
- Bolton Museum
- Liverpool Mosque and Synagogue

## GROUND LEVEL

### The Reflection Room (*RE*)

- What different ways do people worship God?
- Why is the Prophet Muhammad an example for Muslims?
- What does it mean to be a disciple of Jesus?
- What do Christians mean by the 'Holy Spirit'?
- Why are the Gurus important to Sikhs?
- Why is family an important part of Hindu life?

### The Room of Wellbeing (*PSHE*)

- Families and relationships
- Health and wellbeing
- Citizenship
- Economic wellbeing
- Safety and the changing body

## OUTSIDE

### The Garden (*Outdoor Opportunities*)

- Train station, local woodland & countryside, school fields

### Active Space (*PE*)

- Gymnastics/Invasion games
- Dance/ Athletics
- Outdoor adventure/ Striking and fielding



## LEVEL 3

### Around the World (*Geography*)

- United Kingdom and coastlines
- Water, weather and climate
- Europe

### Artefact Collections (*History*)

- The Prehistoric Britain
- Ancient Egyptians
- Ancient Greece

### Significant People (*Past & Present*)

- Mary Anning
- Howard Carter
- Alexander the Great

## LEVEL 2

### Global Connections (*MFL*)

- All about me
- Me and my family
- Clothes and weather

### The Library (*Class Readers*)

- The Land of Roar/Chamber of Secrets
- Secrets of a Sun King
- Beastkeeper/Percy Jackson and the Lightning Thief

### Philosophical Exhibit (*Extended Writing*)

- What made the period between the Stone Age and Iron Age unique?
- Why were the Ancient Egyptians considered a successful civilisation?
- Is nature more powerful than man?

## LEVEL 1

### The Research Lab (*Science*)

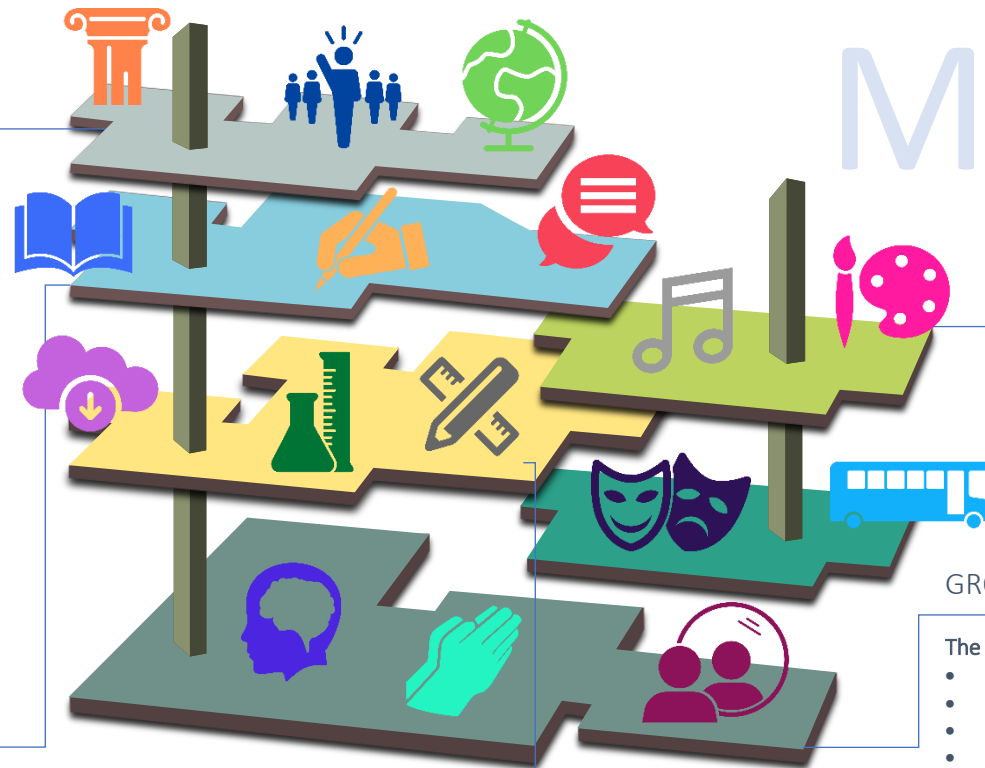
- Rocks, Forces and Magnets
- Animals including humans
- Plants and light

### Meet the Maker (*DT*)

- Structures- Constructing a castle
- Textiles- Cross-stitch and applique
- Cooking and Nutrition

### Technology Expo (*Computing*)

- Creating Media- Stop frame animations and desktop publishing.
- Programming A – Sequencing and sounds
- Programming B and Data/Information



# 3

# 2

# 1

# M

# G

# O