Year 2: Museum of Long-Term Knowledge

The Shevington Federation

LEVEL 3

3

Around the World *(Geography)*
- Villages, Towns and Cities Part 1 (Human)
- Villages, Towns and Cities Part 2 (Physical)
- Understanding Brazil

Artefact Collections *(History)*
- The Great Fire of London
- Monarchy
- Famous Explorers and Adventurers

Significant People *(Past & Present)*
- Samuel Pepys
- Queen Victoria
- Christopher Columbus

LEVEL 2

2

Global Connections *(MFL)*
- Communicate Orally: using simple phrases and simple questions
- Read and understand: a wider range of phrases and find key information
- Write: using familiar words and write simple sentences from memory

The Library *(Class Readers)*
- The Great Fire of London Book
- Harry Potter and the Philosopher Stone
- Race to the Frozen North

Philosophical Exhibit *(Extended Writing)*
- What can we learn from the Great Fire of London?
- How are castles still used today?
- Is there anything left to explore?

LEVEL 1
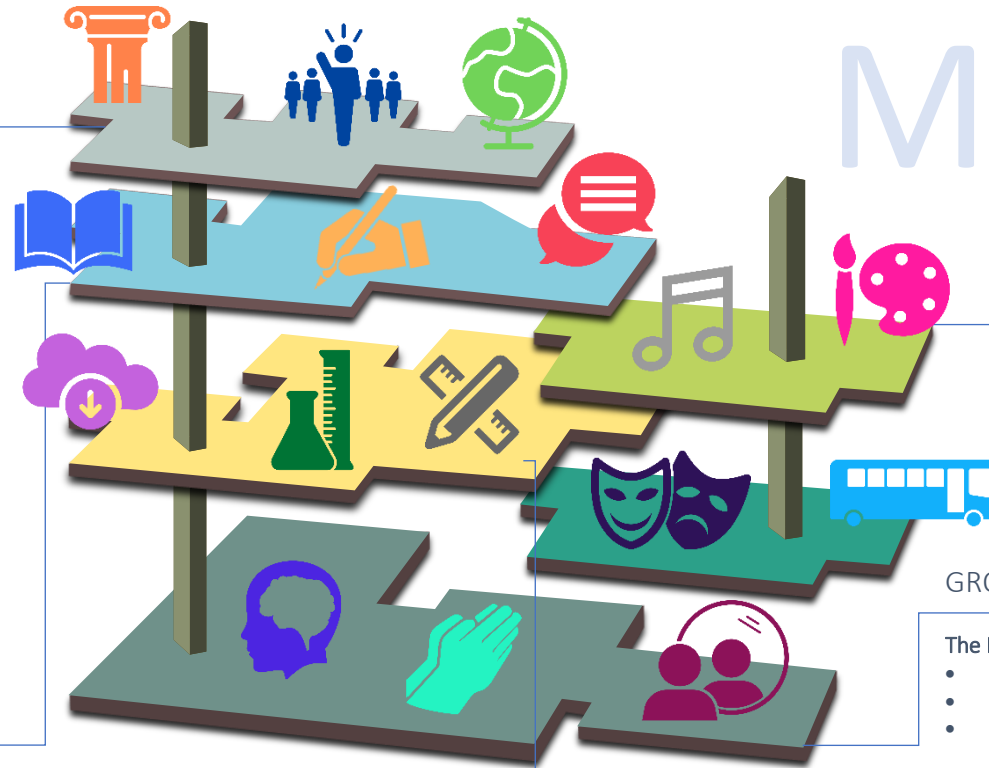
1

The Research Lab *(Science)*
- Uses of Everyday Materials
- Animals Including Humans
- Living Things and Their Habitats

Meet the Maker *(DT)*
- Structures: Baby Bear's Chair
- Cooking: Nutrition/ A Balanced Diet
- Mechanisms: Making a Moving Monster

Technology Expo *(Computing)*
- Creating Data – Digital Photography / Programming A – Robot Algorithm
- Data and Information: Pictograms
- Creating Media: Digital Music / Programming 2 – Programming Quizzes

MEZZANINE

M

The Music Lounge *(Music)*
- (Ten Pieces) Short Ride in a Fast Machine: Vocal Folk Songs
- Pitched Percussion: Peter and the Wolf
- Pitched Percussion: Pentatonic/ Vocal Call and Response

The Gallery *(Art)*
- Printing (Ben Billingsley)
- Drawing & 3D (Hundertwasser)
- Mixed Media (Henri Rousseau and Eric Carle)

THE LOBBY

L

The Gift Shop *(Trips & Enrichment)*
- Fire Station
- Clitheroe Castle
- Fairy Glen

GROUND LEVEL

G

The Reflection Room *(RE)*
- Creation Stories / Festivals of Light
- Inspirational People / Special Places and Symbols
- Major Muslim Beliefs / Caring for Others

The Room of Wellbeing *(PSHE)*
- Families and Relationships / Health and Wellbeing
- Citizenship
- Economic Wellbeing / Changing Body

OUTSIDE

O

The Garden *(Outdoor Opportunities)*
- Local walk observing buildings – comparison between settlements around the world and from history.

Active Space *(PE)*
- Multi-skills (Gymnastics-Teacher)
- Dance and Gymnastics (Team Games-Teacher)
- Invasion Team Games A and D (Team Games-Teacher)