

# Year 3: Museum of Long-Term Knowledge

# MEZZANINE

## The Music Lounge (Music)

- Learn about German film composer-٠ Hans Zimmer.
- Sing with expression and control. •
- Develop improvisation skills

## The Gallery (Art)

- Drawing skills
- Collage and digital media
- Clay sculpture

# THE LOBBY

## The Gift Shop (Trips & Enrichment)

- Cinema/Panto .
- Bolton Museum
  - Liverpool Mosque and Synagogue

# **GROUND LEVEL**

#### The Reflection Room (RE)

- Sacred books and festivals of light
- Christianity •

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Worship and religious leaders .

#### 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

# The Shevington Federation

# 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)

- Alexander the Great
- Lauren Child (illustrator)
- Mary Anning •

# LEVEL 2

# Global Connections (MFL)

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

# The Library (Class Readers)

- The Land of Roar .
- Secrets of a Sun King
- Who let the Gods out? .

# **Philosophical Exhibit** (Extended Writing)

- What made the Stone Age to Iron Age unique? •
- Why did civilization settle in Egypt?
- . 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 .

