



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*)

- Museum of Wigan Life
- Wakefield coal mining museum
- Rivington
- York residential

## GROUND LEVEL

### The Reflection Room (*RE*)

- Can religious teachings help us decide the best way to live?/ How is Christmas celebrated in other cultures?
- What do creation stories teach us about caring for the world?/ Why is pilgrimage important to some religious believers?
- Where, how and why do people pray?/ How are faith communities represented in Britain?

### 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*)

- Rivers/ Migration
- Natural resources
- Building locational knowledge – hemispheres and tropics/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*)

The House with Chicken Legs  
Bubble Boy  
The Ironman  
The Wild Robot  
The Explorer  
Malamander

### 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*)

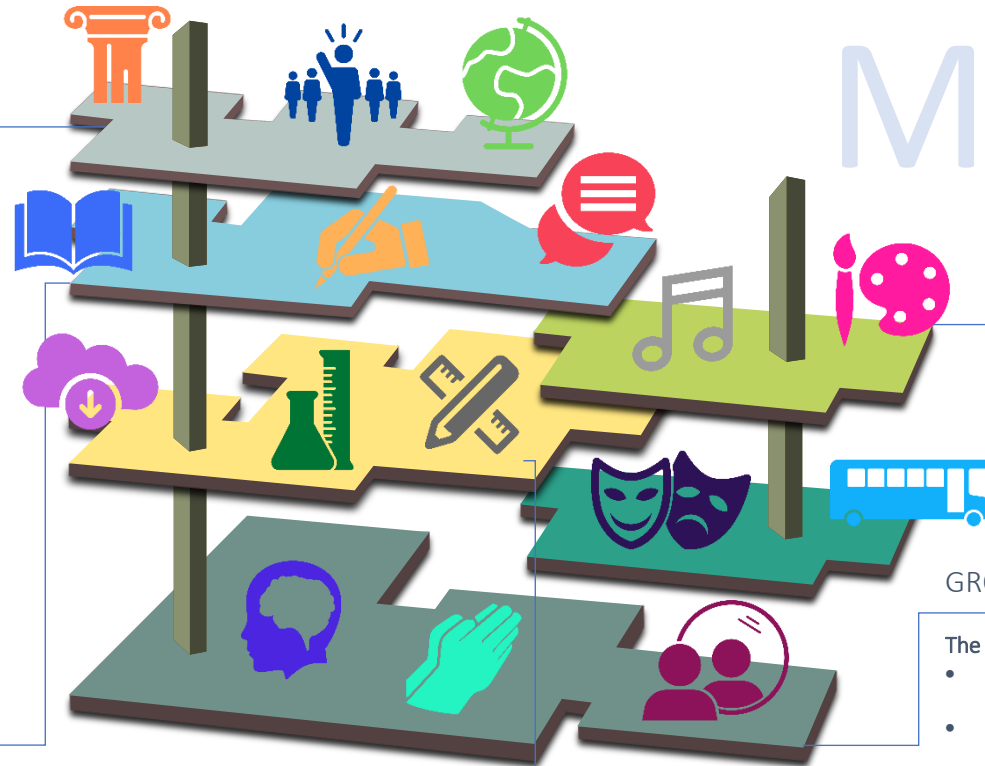
- States of matter/ Electricity
- Sound
- Living things and their habitats/ Animals including humans

### 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



3

2

1

M

L

G

O