

Year 6: Museum of Long-Term Knowledge

The Shevington Federation

LEVEL 3

Around the World (Geography)

- Energy & Sustainability/Digimaps: Recreation
- Population/ Digimaps: Urbanisation
- Globalisation

Artefact Collections (History)

- The Victorians & The Industrial Revolution
- 20th Century Conflict WW2
- The Civil Rights Movement

Significant People (Past & Present)

- Charles Darwin/Mary Anning
- Harriet Tubman/Martin Luther King

IFVFI 2

Global Connections (MFL)

- Daily Routine
- Days Out
- Careers

The Library (Class Readers)

- Darwin's Dragons/Moth/On the Origin of the
- When a Monster Calls/When the Sky Falls
- Varmints/Can you see me?

Philosophical Exhibit (Extended Writing)

- Has the Industrial Revolution have a positive effect on the planet?
- Will we ever see world peace?
- Restaurant planning & evaluation



The Research Lab (Science)

- Light/Evolution & Inheritance
- Living Things & Their Habitats/Animals including Humans

Meet the Maker (DT)

- Digital World: Navigating the World
- Electrical Systems: Steady Hand Game
- Cooking and Nutrition: Come Dine with Me

Technology Expo (Computing)

- Creating Media: Webpage Creation
- Programming A: Variables in Games
- Creating Media: 3D Modelling

MEZZANINE

The Music Lounge (Music)

- Mambo Rhythm & Pulse/Musical Theatre
- Film Music/Ride of the Valkyries
- Ukulele Blues & Improvising/Composition: Song Writing

The Gallery (Art)

- Visual Art: Shadow Puppets
- Exploring Identity: Drawing, Collage & Sketchbooks
- Print and Activism: Paper, Pen & Paint

THE LOBBY

The Gift Shop (*Trips & Enrichment*)

- Chester Zoo/Wigan Museum/ Panto/Cinema
- Local Area
- Residential/International Slavery Museum

The Reflection Room (RE)

- How do Christians follow Jesus? Why, where and how do Hindus worship?
- Are faith communities represented in the UK? Why do some people believe in life after death?
- Can religions help to build a fairer world? Who has made a difference because of their beliefs?

The Room of Wellbeing (PSHE)

- Families & Relationships/Health & Wellbeing
- Economic Wellbeing/Safety & the changing body

OUTSIDE



The Garden (Outdoor Opportunities)

Local woodland & countryside, school fields

Active Space (PE)

- Invasion Games: Tactics / Gymnastics: Sequences
- Invasion Games: Skills & accuracy/Dance character
- Net/Field Games/ Athletics