



The Shevington Federation

Year 4: Museum of Long-Term Knowledge

MEZZANINE

The Music Lounge (*Music*)

- Wider opportunities in music – Brass

The Gallery (*Art*)

- Storytelling through drawing
- Exploring still life – drawing, painting and clay and drawing
- The Art of display

THE LOBBY

The Gift Shop (*Trips & Enrichment*)

- Robinwood – Wrexham
- Wakefield coal mining museum
- Billinge lump or Rivington

GROUND LEVEL

The Reflection Room (*RE*)

- What might a Hindu learn through celebrating Diwali?
- How and why might Christians use the Bible?
- How do Sikhs express their beliefs and values?
- Is sacrifice an important part of religious life?
- Why do Muslims fast during Ramadan?
- What does 'love your neighbour' really mean?

The Room of Wellbeing (*PSHE*)

- Families and relationships/ Health and wellbeing
- Citizenship
- Economic wellbeing/ Transition session

OUTSIDE

The Garden (*Outdoor Opportunities*)

Residential

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

LEVEL 2

Global Connections (*MFL*)

- All about me 11-13 and Body
- School
- Summer holidays

The Library (*Class Readers*)

The Thieves of Ostia
The Iron Man/Clockwork
The marvellous journey of Edward Tulane

Philosophical Exhibit (*Extended Writing*)

- Did the Roman Invasion benefit Britain?
- Question regarding mining communities in Wigan
- Is it sensible to live in Volcano and Earthquake zones?

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*)

- Physical Systems – Recycled Musical Instruments
- Multimedia Quiz
- Digital Citizenship – Game Designers
- Computer Aided Design – Game Characters
- Analysing Data – Game Competition
- Coding a Quiz – Visual Programming

