



The Shevington Federation

Year 2: Museum of Long-Term Knowledge

MEZZANINE

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

The Gift Shop (*Trips & Enrichment*)

- Fire Station
- Clitheroe Castle
- Fairy Glen

GROUND LEVEL

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

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)



LEVEL 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

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*)

- Could the Great fire of London happen again?
- How are castles still used today?
- Is there anything left to explore?

LEVEL 1

The Research Lab (*Science*)

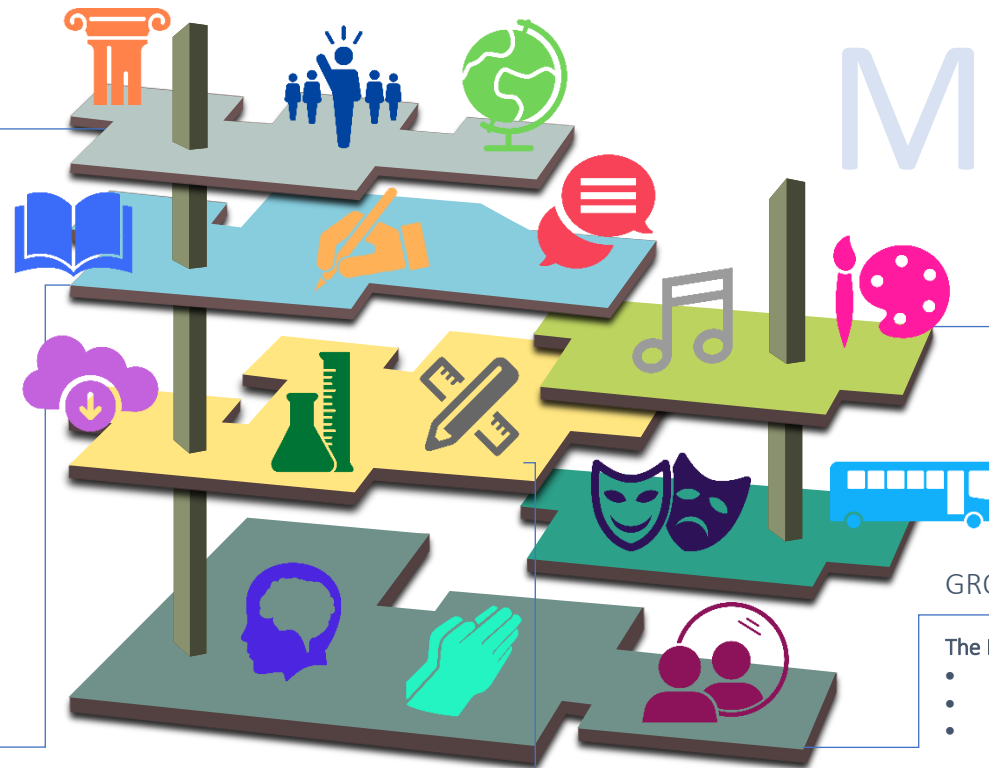
- Uses of Everyday Materials
- Animals Including Humans
- Living Things and Their Habitats

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 Algorithms
- Data and Information: Pictograms
- Creating Media: Digital Music / Programming 2 – Programming Quizzes



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