



The Shevington Federation

# Year 5: Museum of Long-Term Knowledge

## MEZZANINE

### The Music Lounge (*Music*)

- Introduction to the Ukulele (part 1)/ BBC 10 pieces (Mars)
- Ukulele (part 2)/BBC ten pieces – Connect it.
- Two-part singing

### The Gallery (*Art*)

- Typography and maps
- Fashion Design
- Architecture

## THE LOBBY

### The Gift Shop (*Trips & Enrichment*)

- Jodrell Bank/Panto
- Martin Mere
- Local area field study
- Now Press Play opportunities

## GROUND LEVEL

### The Reflection Room (*RE*)

- Judaism /
- Why is Easter so important?
- The five pillars of Islam

### The Room of Wellbeing (*PSHE*)

- Family and Relationships. Health and Wellbeing. Economic wellbeing.
- Citizenship. Economic Wellbeing
- Safety and the Changing Body

## OUTSIDE

### The Garden (*Outdoor Opportunities*)

- Train station, local woodland & countryside, school fields, Local fieldwork, Now Press Play opportunities

### Active Space (*PE*)

- Invasion Games: Hockey
- Dance/ Gymnastics/Athletics
- Striking and Fielding/Outdoor and Adventurous



## LEVEL 3

### Around the World (*Geography*)

- Building Locational Knowledge; South America/Biomes
- Key geographical regions, counties of the UK. Identify some major European cities.
- Local fieldwork. Local field study

### Artefact Collections (*History*)

- Mayan Civilisation
- The Saxons and Vikings
- Medieval monarchs

### Significant People (*Past & Present*)

David Attenborough/Louise Fili  
Significant figures of the holocaust  
Zaha Hadid/Medieval monarchs

## LEVEL 2

### Global Connections (*MFL*)

- Universe
- Food
- Around the Town

### The Library (*Class Readers*)

- Cosmic Frank Cottrell Boyce/ The Explorer
- Viking Boy
- The Nowhere Emporium

### Philosophical Exhibit (*Extended Writing*)

- Does exploration and discovery always benefit humanity?
- How does the past influence modern society?
- What defines culture?

## LEVEL 1

### The Research Lab (*Science*)

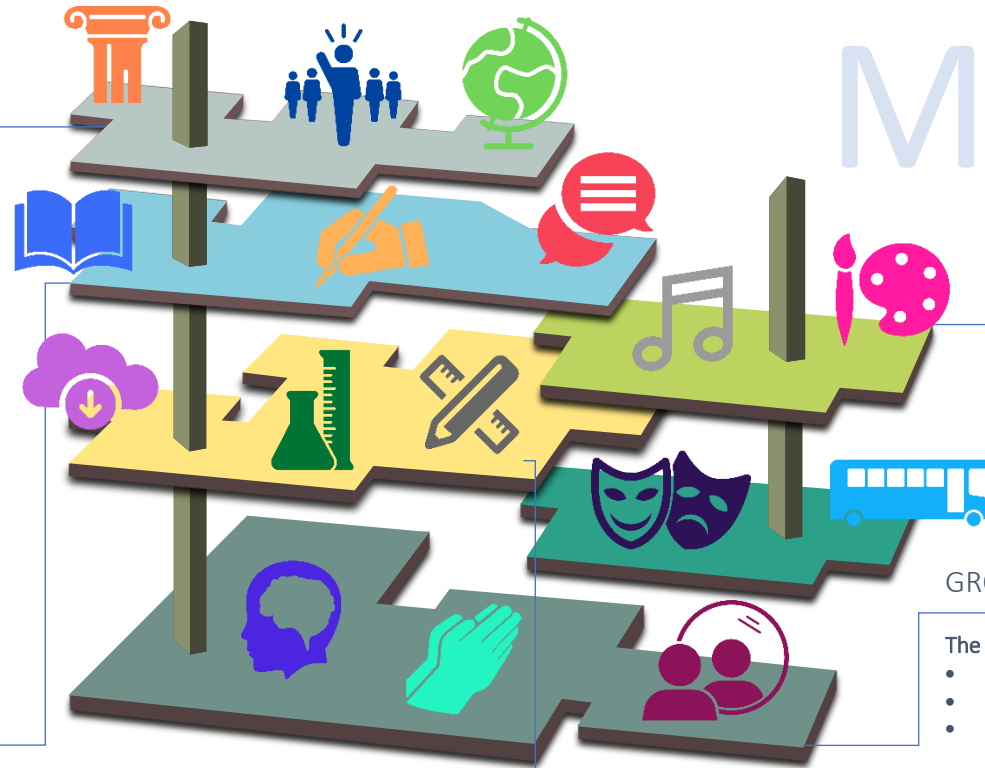
- Earth and Space/ Forces
- Properties and Changes in Materials
- Living Things and their Habitats/ Animals including Humans

### Meet the Maker (*DT*)

- **Mechanisms:** Pop-up books
- **Food:** what could be healthier?
- **Structures:** bridges

### Technology Expo (*Computing*)

- **Programming A :** Selection in physical computing/ Video production
- **Creating Media** – introduction to Vector graphics.
- **Programming B-** selection in quizzes/ Data and information - databases



3

2

1

M

L

G

O