



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
- Set Design

THE LOBBY

The Gift Shop (*Trips & Enrichment*)

- Jodrell Bank/Panto
- Holocaust memorial event
- Local area field study
- Now Press Play opportunities

GROUND LEVEL

The Reflection Room (*RE*)

- Christianity (God)/ Islam
- Hindu Dharma/Christianity (Jesus)
- Christianity (Church) /Judaism

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
- Wonder
- 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*)

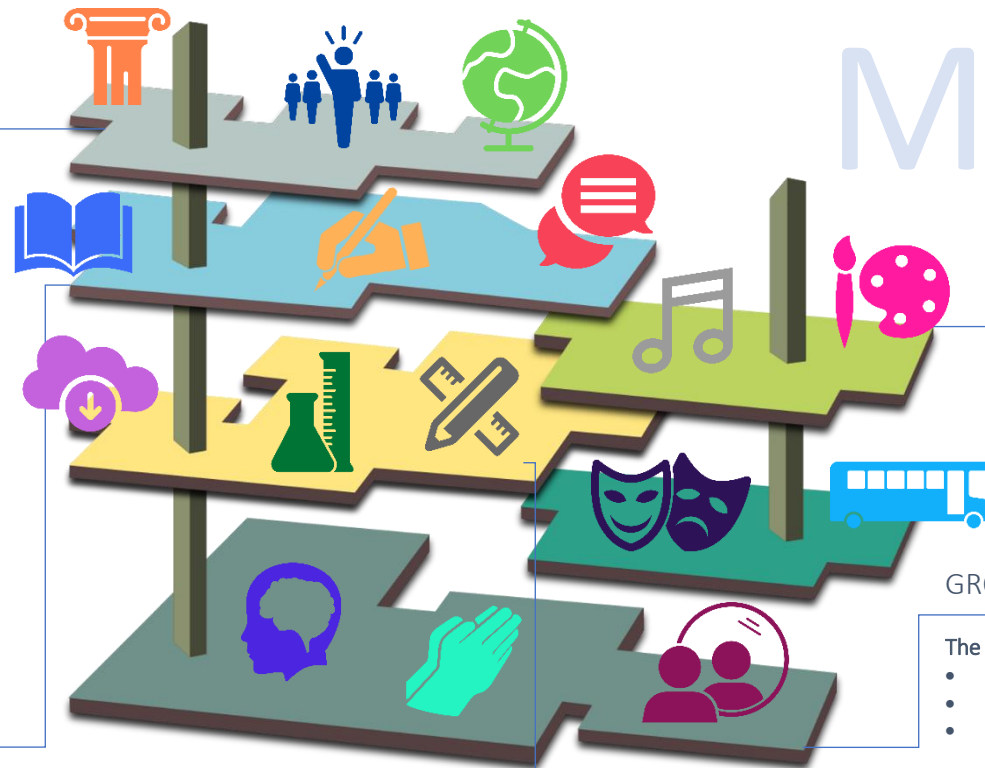
- Earth and Space/ Forces
- Properties and Changes in Materials
- Living Things and their Habitats/ Animals including Humans

Meet the Maker (*DT*)

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

Technology Expo (*Computing*)

- Arcade Gaming/ Video Editing
- Collecting and Analysing data / History of computing.
- Physical computing (Gaming) /Digital Citizenship (Influencers)



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