



The Shevington Federation

Year 6: Museum of Long-Term Knowledge

MEZZANINE

The Music Lounge (*Music*)

- Mambo: Rhythm & Pulse
- 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*)

- MOSI/Panto
- Whitby Residential/Local Area
- International Slavery Museum

GROUND LEVEL

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
- Citizenship
- 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



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/
- Sir Nicholas Winton
- Harriet Tubman

LEVEL 2

Global Connections (*MFL*)

- Daily Routine
- Days Out
- Careers

The Library (*Class Readers*)

- Darwin's Dragons/Moth/On the Origin of the Species
- Letters from the Lighthouse/When the Sky Falls
- There's a boy in the Girls Bathroom

Philosophical Exhibit (*Extended Writing*)

- What Victorian [inventions had Inventions revolutionised](#) the [biggest impactlives of British people?](#)
- How did children survive WWII?
- Did the civil rights movement effect change today?

LEVEL 1

The Research Lab (*Science*)

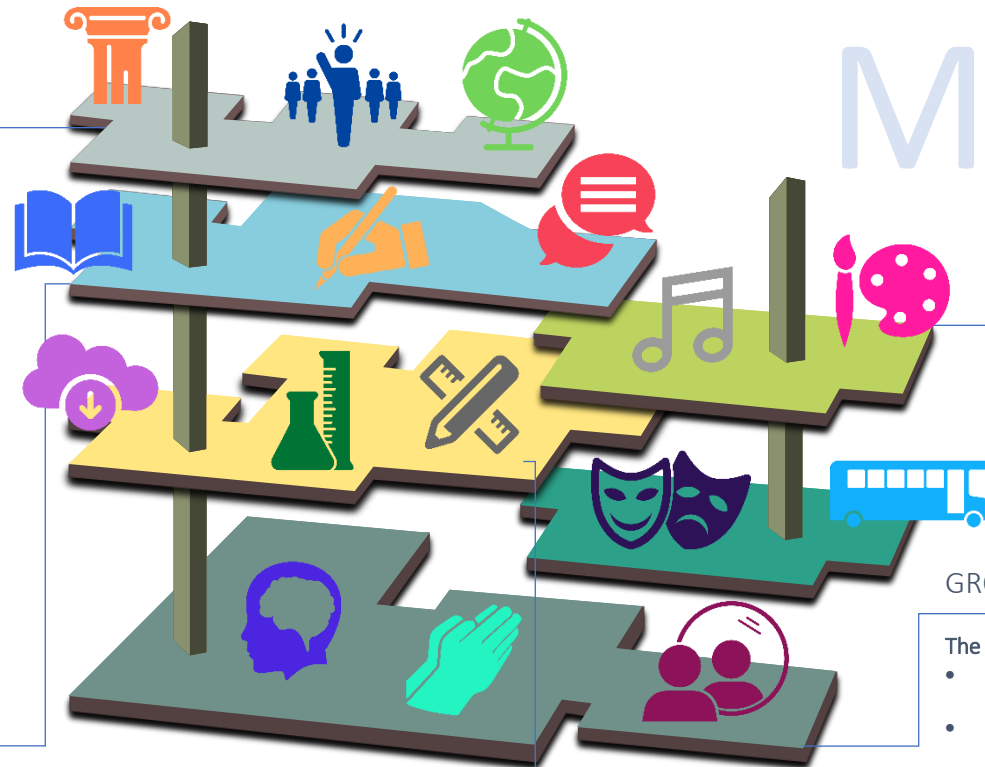
- Light/Evolution & Inheritance
- Electricity
- Living Things & Their Habitats/Animals including Humans

Meet the Maker (*DT*)

- Digital World: Navigating the World
- Electrical Systems: Steady Hand Game
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Technology Expo (*Computing*)

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



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