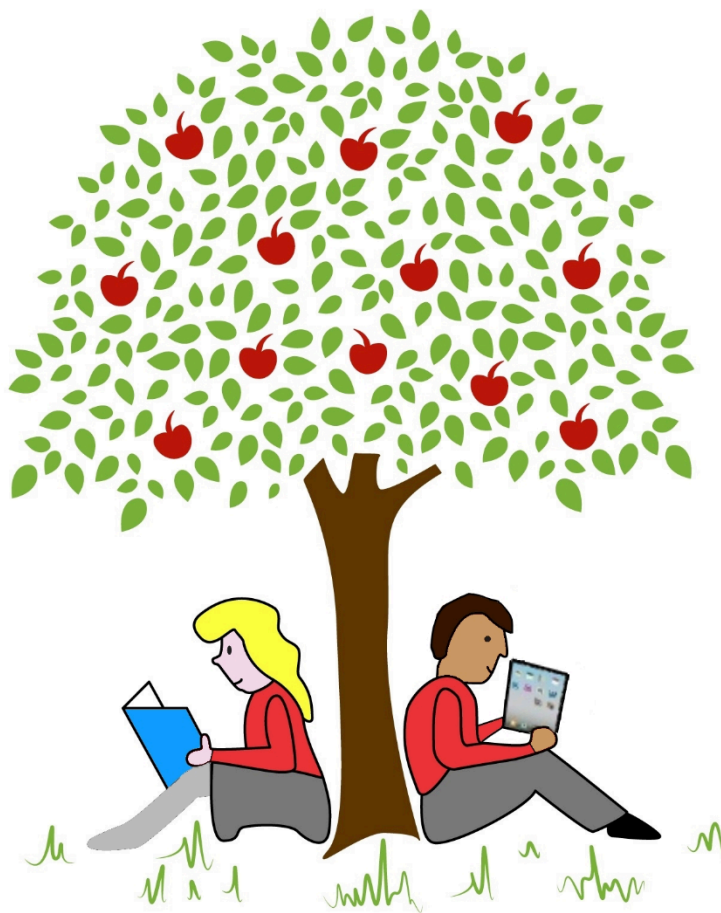


Applecroft School



2024-2025

MODULAR

We recommend languages in KS2 are taught on a weekly basis.

Key Stage Two: Year 5 Hockney

	8:35 - 8:45am	8:45 - 8:55am	8:50 - 9:15am Session 1	9:20 - 10:20am Session 2	10:00 - 10:35 10:35 - 12:15pm Session 3	12:15 - 1:15 pm	1:15 - 1:45pm Session 4	1:45-3pm Session 5	3:00-3:15pm	
Monday	Register Lit Gold	Music Assembly	Maths	B R E A K	Writing	L U N C H	Reading	CUSP History/Geography/Science/DT/ Art and Design	C L A S S R E A D A L O U D	
Tuesday	Register Maths Fluency	Leader in Me	Maths		Writing		PSHE	Reading		CUSP History/Geography/Science/DT/ Art and Design
Wednesday	Register Maths Fluency	Assembly	Maths		PPA (10.15 - 12.15) Handwriting with Mrs Wake		PE With Premier Sports	Reading		CUSP History/Geography/Science/DT/ Art and Design
Thursday	Register Lit Gold	Leader in Me	Maths		Writing		Music	Reading		CUSP History/Geography/Science/DT/ Art and Design
Friday	Register Lit Gold	Achievement Assembly	Maths Arithmetic		Spellings		French/Writing	PPA (11.15 - 12.15) RE with Mrs Wake		Reading

Key Stage Two: Year 5 Gormley

	8:35 - 8:45am	8:45 - 8:55am	8:50 - 9:15am Session 1	9:20 - 10:20am Session 2	10:00 - 10:35 10:35 - 12:15pm Session 3	12:15 - 1:15 pm	1:15 - 1:45pm Session 4	1:45-3pm Session 5	3:00-3:15pm	
Monday	Register Lit Gold	Music Assembly	Maths	B R E A K	Writing	L U N C H	Reading	CUSP History/Geography/Science/DT/ Art and Design	C L A S S R E A D A L O U D	
Tuesday	Register Maths Fluency	Leader in Me	Maths		Writing		PSHE	Reading		CUSP History/Geography/Science/DT/ Art and Design
Wednesday	Register Maths Fluency	Assembly	Maths		PPA (9.45 - 12.15) PE With Premier Sports		RE With Mrs Wake	Reading		CUSP History/Geography/Science/DT/ Art and Design
Thursday	Register Lit Gold	Leader in Me	Maths		Writing		Music	Reading		CUSP History/Geography/Science/DT/ Art and Design
Friday	Register Lit Gold	Achievement Assembly	Maths Arithmetic		Spellings		French/Writing	Handwriting		Reading

Year 5

Single Age Sequence (Modular)

2024 – 2025

Autumn 2024	Spring 2025	Summer 2025
<p>CUSP Reading</p> <ul style="list-style-type: none"> Shackleton's Journey Blocks 1,2,3 Secrets of a Sun King If – Rudyard Kipling Blocks 4,5,6 	<ul style="list-style-type: none"> A midsummer night's dream Block 7 I am not a label Blocks 8, 9 The Boy in the Tower (including Daffodils – William Wordsworth) Blocks 10, 11, 12 	<ul style="list-style-type: none"> The Explorer Blocks 13, 14,15 Five Children and It Blocks 16, 17, 18
<p>CUSP Writing Introduce = green (Block A) Revisit = orange (Block B)</p> <ul style="list-style-type: none"> Third person stories set in another culture A Formal letters of application A Poems that use word play A Dialogue in narrative A Poems which explore form A Balanced argument A 	<ul style="list-style-type: none"> Third person stories set in another culture B Formal letters of application B Playscripts (Shakespeare retelling) A Biography A Poems that use word play B (Enrichment) 	<ul style="list-style-type: none"> Playscripts B Dialogue in narrative (first person myths and legends) B Balanced argument B Biography B Poems which explore form B (Enrichment)
<p>Maths - Essential Maths</p> <ul style="list-style-type: none"> LS1 Place Value and Rounding of Large Numbers LS2 Interpret Negative Numbers LS3 Place Value of Numbers with up to Three Decimal Places LS4 Multiply and Divide by 10, 100 and 1,000 LS5 Properties of Number – Multiples, Factors and Common Factors 	<ul style="list-style-type: none"> LS12 Formal Written Method of Short Division LS13 Equivalent Fractions LS14 Compare and Order Fractions LS15 Adding and Subtracting Fractions LS16 Problem Solving – All Four Operations 	<ul style="list-style-type: none"> LS26 Perimeter LS27 Estimate, Compare, Measure and Draw Angles LS28 Identify Unknown Angles LS29 Formal Methods for Division and Multiplication in Increasingly Complex Problems LS30 Strategies for Multiplication and Division (Mental and Written)

<ul style="list-style-type: none"> LS6 Prime and Composite Numbers LS7 Multiply and Divide Mentally LS8 Solve Problems Involving Knowledge of Key Facts LS9 Add and Subtract Using a Range of Strategies LS10 Add and Subtract Using Formal Written Methods LS11 Formal Written Method for Multiplication 	<ul style="list-style-type: none"> LS17 Multiply Fractions by Whole Numbers LS18 Fraction Problem Solving LS19 Measure – Converting Units of Measure LS20 Area LS21 Volume and Capacity LS22 Percentages LS23 Problem Solving – Percentages LS24 3-D Shapes from 2-D Representations LS25 Reflection and Translation 	<ul style="list-style-type: none"> LS31 Solving Problems involving Scaling by Simple Fractions and Rates LS32 Conversion of Imperial and Metric Units of Measure LS33 Fractions, Decimals and Percentages Problem Solving LS34 Reading Timetables and Calculating with Time LS35 Solve Problems involving the Four Operations LS36 Distinguish between Regular and Irregular Polygons LS37 Use Properties of Rectangles LS38 Statistics – Solve Comparison, Sum and Difference Problems using Information in a Line Graph LS39 Statistics – Interpreting and Evaluating Information Presented in Charts and Tables LS40 Roman Numerals
CUSP Science <ul style="list-style-type: none"> Properties and changes of materials Animals, including humans 	<ul style="list-style-type: none"> Forces (Gravity and Galileo) Earth in space 	<ul style="list-style-type: none"> Living things and their habitats Forces continued
Art & Design - school sequence <ul style="list-style-type: none"> Painting - Exploring colour and mood Collage & Textiles - Quilling 	<ul style="list-style-type: none"> Drawing - Architects and designers 	<ul style="list-style-type: none"> Sculpture - wire
Computing – school sequence <ul style="list-style-type: none"> Online Safety (6) Creating Media - Vector Drawing (6) 	<ul style="list-style-type: none"> Creating Media - Video Editing (6) Programming A - Selection in Physical Computing (Crumble) (6) 	<ul style="list-style-type: none"> Programming B - Selection in Quizzes (Scratch) (6) Data and Information - Flat-file databases (6)
CUSP Design and Technology <ul style="list-style-type: none"> Food and Nutrition Block A Systems Block B 	<ul style="list-style-type: none"> Textiles Block C <i>Writing Formal Letters of Application B</i> Food and Nutrition Block D <i>Geography World Biomes</i> 	<ul style="list-style-type: none"> Structures Block E Mechanisms Block F <i>Science Forces</i>
CUSP Geography <ul style="list-style-type: none"> World countries – biomes and environmental regions 	<ul style="list-style-type: none"> 4 and 6 figure grid references 	<ul style="list-style-type: none"> OS maps and fieldwork
CUSP History <ul style="list-style-type: none"> Ancient Greece 	<ul style="list-style-type: none"> Ancient Greece Comparison study – Maya and Anglo-Saxons. 	<ul style="list-style-type: none"> Comparison study – Maya and Anglo-Saxons.
CUSP Music – mastering the keyboard <p>Untuned percussion</p> <ul style="list-style-type: none"> Untuned focus: Musical stories Block A One piece, different performers Block A <p>Singing</p> <ul style="list-style-type: none"> Singing focus: Introducing structure Block B Identify parts of a song Block B 	<p>Keyboard</p> <ul style="list-style-type: none"> Tuned focus: Musical notation 3 Block C Follow musical notation Block C <p>Singing</p> <ul style="list-style-type: none"> Singing focus: Music technology Block D Alter pitch and dynamic to create effects Block D 	<p>Range of instruments studied</p> <ul style="list-style-type: none"> Performance focus: Composition 3 Block E Perform including an element of composition Block E <p>Keyboard</p> <ul style="list-style-type: none"> Tuned focus: Improvisation Block F Improvise using repeated patterns Block F
French - Language Angels <ul style="list-style-type: none"> Phonetics 3 & Do you have a pet? (6) 	<ul style="list-style-type: none"> The weather (6) 	<ul style="list-style-type: none"> Clothes (6)
PE - Complete PE <ul style="list-style-type: none"> Gymnastics - Counter Balance & Counter Tension Invasion Games - Netball Invasion Games - Football Health Related Exercise 	<ul style="list-style-type: none"> Dance - The Circus Invasion Games - Tag Rugby OAA - Problem solving Dance - Dance Festival 	<ul style="list-style-type: none"> Net/Wall - Badminton Strike/Field - Rounders Athletics - Running Athletics - Competition Strike/Field - Cricket
PSHE - Jigsaw <ul style="list-style-type: none"> Being Me in My World Dreams and Goals 	<ul style="list-style-type: none"> Healthy Me Celebrating Differences 	<ul style="list-style-type: none"> Relationships Changing Me

Leader in Me <ul style="list-style-type: none"> 3 My Paradigms 4 Perseverance 5 Leading My Learning 6 Recognising My Emotions 7 Regulating My Emotion 8 Proactive Language 12 Prioritising Big Rocks 14 Say No to Peer Pressure 	<ul style="list-style-type: none"> 20 Showing Loyalty 21 Thinking Win - Win 22 Courage and Consideration 23 Standing Up For Ourselves and Others 24 Leading with Empathy 25 Empathetic Listening 26 Respectful Speaking 28 Finding 3rd Alternatives 29 Collaborating with Others 	<ul style="list-style-type: none"> 30 Daily Private Victory 31 Regulating My Stress 32 Thinking Critically 33 Preparing for the Future 34 Serving Others 35 Celebrating Growth
RE - School sequence <ul style="list-style-type: none"> Islam 	<ul style="list-style-type: none"> Christianity 	<ul style="list-style-type: none"> Sikhism
Applecroft Adventure <ul style="list-style-type: none"> Go to a pantomime Learn to cook Run a mile Perform on the stage Sing like no one is listening Learn how to type 	<ul style="list-style-type: none"> Produce your own film Learn how to save a life Hunt for fossils Walk bare-foot in mud Rock-pooling Learn to play an instrument Learn how to type 	<ul style="list-style-type: none"> Find your way with a map and compass Dance like nobody's watching Learn to cook Learn to play an instrument Learn how to type

Year 5 Autumn, Spring and Summer Sequence

Weekly: PSHE, Leader in Me, Music, Computing, French, RE, PE

Autumn 2024		Spring 2025		Summer 2025	
Sept 4 2 days	Art and Design <i>Painting</i> Class Artist completion <i>Habits Tree</i>	Jan 6	Science <i>Forces</i>	Apr 22 4 Days	Art and Design <i>Sculpture</i>
9		13		28	Aylmerton (30th Apr - 2nd May)
16	Science <i>Properties and changes of materials</i>	20	History <i>Ancient Greece</i>	May 5 4 Days	Science <i>Living things and their habitats</i>
23		27	Art and Design <i>Drawing</i>	12	
30	History <i>Ancient Greece</i>	Feb 3	Geography <i>4 and 6 figure grid reference</i>	19	CUSP Design and Technology <i>Mechanisms</i>
Oct 7	Geography <i>World countries - location and biomes</i>	10	CUSP Design and Technology <i>Textiles</i>	26	Half Term
14	CUSP Design and Technology <i>Food and Nutrition Block A</i>	17	Half term	June 2 4 Days	Themed Week - TBC
21	Themed Week Art and Design Collage - quilling	24	CUSP Design and Technology <i>Textiles</i>	9	History <i>Maya - non-European society that provides contrasts with British history</i>
28	Half term	Mar 3	History <i>Maya - non-European society that provides contrasts with British history</i>	16	Science <i>Living things and their habitats (complete)</i>
Nov 4	History <i>Ancient Greece</i>	10		23	Geography OS maps and fieldwork
11		17	Science <i>Earth and space</i>	30	Geography OS maps and fieldwork
18	Science <i>Animals, including humans: changes</i>	24		July 7 4 Days	Geography OS maps and fieldwork
25	Flexi Geography <i>World countries - location and biomes</i>	31	CUSP Design and Technology <i>Structures</i>	14	CUSP Design and Technology <i>Food and Nutrition</i>
Dec 2 4 days		7 - 21 Apr	Easter break	21 2 Days	Flexi
CUSP Design and Technology <i>Systems Block B</i>					

9					
16	<i>Flexi</i>			23 Jul	Summer break
23	Christmas break				