

**Kensuke's Kingdom Y5: Knowledge
Organiser and Key Outcomes.**

Plot overview
After falling overboard during a family sailing trip, 11-year-old Michael washes up on a remote island with his dog, Stella. He discovers the island is inhabited by Kensuke, a reclusive Japanese man who has lived there since World War II. Though wary at first, Kensuke and Michael form a deep bond, sharing stories and protecting the island's wildlife.
Themes
Survival and Resilience: Michael learns to adapt and survive in a harsh environment. Friendship Across Cultures: The bond between Michael and Kensuke highlights empathy and understanding. Respect for Nature: Kensuke's care for the island's wildlife, especially the orangutans, is central. Loss and Healing: Both characters deal with separation from loved ones and find healing through companionship.
Core Writing Outcomes
• A balanced argument • A description (assessment) • A survival guide (non-fiction)

Key words
Anguish – severe mental or physical pain or suffering
Flounder – To struggle or stagger helplessly or clumsily in water or mud; also used metaphorically for struggling in a situation.
Deter – To discourage someone from doing something, often by instilling fear or doubt.
Exhilarating – Making one feel very happy, animated, or thrilled.
Lurk – To lie hidden, often with the intent to ambush or remain unnoticed.
Ravenous – Extremely hungry; famished.
Core Oracy Activities
• Hot-seating – pupils take on the roles of Michael, Stella and Kensuke • Discussion – explore the reasons for and against leaving home and sailing the world • Visualising/ describing the island setting

Background Information
Hiroshima and Nagasaki are two cities in Japan that became very important in history during World War II. In 1945, two powerful bombs were dropped on these cities by the United States. These bombs were called atomic bombs, and they caused a lot of damage and sadness. Many people were hurt, and the cities were almost completely destroyed. After this happened, the war ended soon after. Today, people remember Hiroshima and Nagasaki to help teach peace and to make sure something like this never happens again.
Core Reading Objectives
• Maintain positive attitudes to reading • Identifying and discussing themes and conventions in and across texts. • Summarising main ideas drawn from more than one paragraph. • Read unfamiliar words using a range of strategies.
Core SPaG Objectives
• Revise and embed the parts of speech • Indicate degrees of possibility • Build cohesion within a paragraph • Use brackets, dashes or commas to indicate parenthesis

Clockwork: All Wound Up Y5:
Knowledge Organiser and Key
Outcomes.

Plot overview
"Clockwork: All Wound Up" by Philip Pullman is a dark, intricately woven fairy tale set in the fictional German town of Glockenheim. It blends suspense, fantasy, and moral allegory into a short but powerful narrative.
Themes
 1. Fate vs. Free Will  2. Responsibility and Consequences  3. The Dangers of Ambition  4. Compassion and Redemption  5. The Power of Storytelling  6. Humanity vs. Mechanization
Core Writing Outcomes
- An instructional text - Descriptions – the clock, Dr Kalmenius
Core SPaG Objectives
- Return to 'The Writing Fundamentals' - Use expanded noun phrases - Use commas for clarity - Recognise and use modal verbs

Key words
Apprentice – A person learning a trade from a skilled employer, like Karl learning clockmaking.
Sinister – Suggests something evil or frightening, describing the tone of Fritz’s story.
Unveiling – The act of revealing something, such as the new clock figure Karl is meant to present.
Merge – To combine or blend, used when Fritz’s story begins to intertwine with real life.
Destiny – A key theme in the story, referring to the idea of a predetermined future or fate
Core Oracy Activities
- Drama – bringing the story to life - Discussion – using expanded answers and evidence to explain - Storytelling Circle - Debate: (e.g. Is Dr Kalmenius Evil or Misunderstood?) - Clockwork Conscience Alley (Karl)

Background Information
- Glockenheim: A fictional town inspired by 19th-century Germany. - Clockmaking: A traditional craft involving precision and skill. - Old Inns and snowy streets: Typical of gothic and fairy tale settings. - Gothic fiction: Dark, mysterious, and eerie atmosphere. - Fairy tale elements: Magical realism, moral lessons, and strange characters. - Frame narrative: A story within a story (Fritz’s tale becomes real). - Foreshadowing – Clues hinting at future events. - Symbolism – Clockwork represents control and inevitability. - Personification – Giving human traits to objects or ideas.
Core Reading Objectives
- Make predications and character studies using information from the text - Answer questions about a text - Make comparisons to other texts using characters, settings and themes. - Use evidence to justify ideas

Firework Maker’s Daughter Y5:
Knowledge Organiser and Key

Outcomes
Plot overview
A young girl called Lila wants to become a firework-maker, like her father Lalchand. Despite her talents, Lalchand believes this is an unsuitable job for girls. Lila disagrees, and journeys to get Royal Sulphur from Razvani the Fire-Fiend at Mount Merapi, as all aspiring firework-makers do.
Themes
Friendship and Loyalty - The story centres around a tight-knit group of friends who rely on each other to survive
Courage and Resilience The children must confront terrifying situations without adult help.
Trusting Your Instincts Lance and his friends learn to question authority and trust their own judgment.
Identity and Self-Worth Each character brings unique strengths to the group, and their differences help them succeed.
Core Writing Outcomes
• Diary Entry from Lila • Letter to Lalchand • Character Monologue • Firework Description Challenge • Persuasive Speech

Key words
merchant – a person whose job is to buy and sell products in large amounts, especially by trading with other countries
apprenticeship – a paid job where the employee learns and gains valuable experiences
pestilential – relating to or causing serious infectious disease that spreads quickly and kills large numbers of people
drastic – severe and sudden or having very noticeable effects
tarpaulin – heavy waterproof cloth used as a covering
apprehensive – feeling worried about something that you are going to do or that is going to happen
laboriously – in a way that needs a lot of time and effort

Core Oracy Activities
• Conscience Corridor -One student walks down a corridor of classmates who voice conflicting thoughts or advice • Character Courtroom -Put a character “on trial”. • Character Interviews - In pairs, one pupil is a character, the other is a journalist. • Hot seating

Key Characters
Lila - A brave and determined young girl who dreams of becoming a firework-maker like her father.
Lalchand - Lila's father, a skilled firework-maker who initially believes the craft is not suitable for girls.
Chulak - Lila's best friend, clever and witty. He works as a servant to the royal white elephant and helps Lila on her journey.
Hamlet - A talking white elephant with a gentle and kind personality. He plays a key role in helping Lila.
Razvani the Fire-Fiend - A powerful and mystical being.

Core Reading Objectives
• Summarise main ideas from more than one paragraph • Make inferences about characters' feelings, motives, and actions • Discuss words and phrases that capture the reader's interest and imagination • Explain and discuss their understanding of what they have read.

Core SPaG Objectives
• Use inverted commas to indicate direct speech. • Maintain consistent tense across a piece of writing. • Use brackets, dashes or commas to indicate parenthesis

**The Watertower Y5: Knowledge
Organiser and Key Outcomes.**

Plot overview

The Watertower by Gary Crew is a suspenseful picture book set in the small Australian town of Preston, where two boys, Bubba and Spike, climb an eerie, rusting watertower on a scorching day. After swimming in the tank, Bubba begins to behave strangely, hinting at a mysterious transformation. The story, suggests that the watertower holds a dark, possibly alien secret, leaving readers with an unsettling sense of mystery and unanswered questions.

Themes

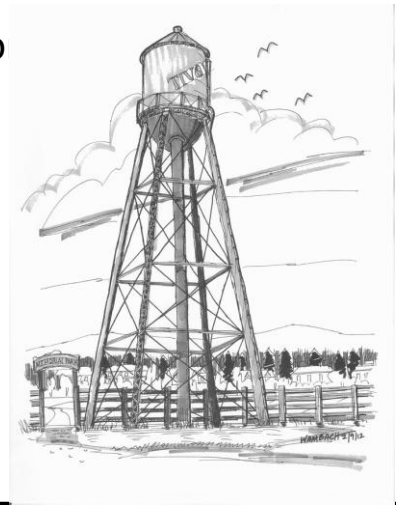
- mystery and the unknown
- peer pressure and adolescence
- conspiracy and secrecy
- control and transformation

Core Writing Outcomes

- Description of the inside of the Watertower
- Character Monologue
- Recount the story

Key words

watertower
Preston
Shooters Hill.
rusting
swirled
alien
transformatio
conspiracy
symbolism



Core Oracy Activities

- **Conscience Corridor** -One student walks down a corridor of classmates who voice conflicting thoughts or advice
- **Character Courtroom** -Put a character “on trial”.
- **Character Discussions** – Pupils take the roles of the townsfolk. Bring the picture to life. What are they saying to each other?
- **Hot seating**

Key Characters

Bubba
Spike
Townsfolk



Core Reading Objectives

- Summarise main ideas from more than one paragraph
- Make inferences about characters' feelings, motives, and actions
- Discuss words and phrases that capture the reader's interest and imagination
- Explain and discuss their understanding of what they have read.
- Make simple predictions supported by relevant clues. Ask questions to improve understanding as the text develops.

Core SPaG Objectives

- Use inverted commas to indicate direct speech.
- Maintain consistent tense across a piece of writing.
- Use different sentence types
- Cohesive devices

**The Lost Happy Endings Y5: Knowledge
Organiser and Key Outcomes.**

Plot overview

Jub is a girl who delivers happy endings to bedtime stories. One day, a wicked witch steals the happy endings, and stories start going wrong. Jub bravely sets out to get them back and saves the stories for everyone.

Themes

-  **The Power of Stories** – Stories bring joy, comfort, and imagination to the world.
-  **Good vs. Evil** – Jub’s battle with the witch shows the fight between kindness and cruelty.
-  **Courage and Determination** – Jub is brave and never gives up, even when things get tough.
-  **Imagination and Magic** – The story celebrates creativity and the wonder of magical worlds

Core Writing & Oracy Outcomes

Narrative: Write a traditional tale focusing on a character who mistreats others.
Debate: Did the witch deserve her demise?
Additional writing outcome if time: winter poem.

Key words

Revisit: exhilarating, ravenous

ancient: belonging to the distant past

demise: a person's death; the end of something.

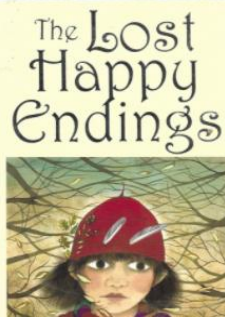
deter: to discourage someone from doing something, often by instilling fear and doubt.

lurk: to lie hidden, often with the intent to ambush or remain unnoticed.

sullen: bad-tempered and uncommunicative

Core SPaG Activities

- Continue revision of parts of speech, focusing on prepositions, pronouns and modal verbs.
- Proofread for spelling and punctuation; correct errors.
- Evaluate effectiveness of own and others' writing
- Suggest synonyms/antonyms; use a thesaurus.
- Use relative clauses who, which, that.
- Begin to use parenthesis.
- Punctuate dialogue correctly.
- Revise expanded noun phrases and fronted adverbials.



Background Information

What a Fairy Tale Is

Know that fairy tales are traditional stories often involving magic, good vs. evil, and happy endings. This helps them understand the importance of Jub’s job.

Story Structure

Know about the basic parts of a story: beginning, middle, and end—especially the idea of a “happy ending” and why it matters in storytelling.

Character Types

Learn about fairy tale characters like heroes (e.g., Jub) and villains (e.g., the witch), so they can recognize these roles in the story.

Imagination and Magic

Think about how stories can take us to magical places and why imagination is important in both reading and writing.

Core Reading Objectives

Check that the text makes sense as it is read aloud, using strategies to retrieve meaning if it is lost.

Read aloud fluently using punctuation and expression (link to oracy)

Use dictionaries and glossaries to find and check meaning of words

Identify how language, structure and presentation contribute to the meaning of a text.