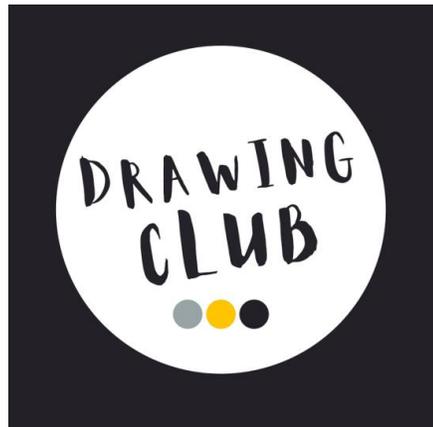


Drawing Club Reception



Intent . . . We Can, We Will

ALL Children Make Exceptional Progress



Literacy is the Key to Unlocking Learning



Fun with Memorable Moments



Feeling Safe and Ready to Learn



Empowered and Autonomous



Kind to Self and Others



All Pupils



What is Drawing Club?

Drawing club is a literacy approach designed by Greg Bottrill that uses drawing and storytelling to enhance children's literacy skills, imagination and fine motor skills. It's a fun and engaging way to introduce children to the world of literacy, encouraging them to explore stories, express their ideas and develop their writing skills.

Why Drawing Club?

- Children love drawing
- Children loves clubs
- Drawing club brings imagination to life
- Vocabulary is introduced in a contextual way
- Drawing club develops the hand and the mind
- Huge impact on children's confidence and joy
- Progress!



The 3MS...

Making conversation

Talking confidently. Using new vocabulary. Listening. Sharing ideas. Having conversations back and forth. Collaborating. Respecting and helping one another.

Mark Making

Writing at the cusp of confidence. Reading with interest. Developing phonic knowledge. Discovering the art of messaging. Increasing fine motor control with purpose.

Mathematics

Drawing club is full of mathematical opportunities. Counting, comparing, adding, taking away, dividing, numeral writing, and recognition. All the time building confidence through purpose.

How do we deliver Drawing Club?

Mini moment 1	10 minutes whole class, altogether on the carpet	Vocabulary – ‘Get up, Stand up’ sharing rich vocabulary every day introduced in a contextual way.
Mini moment 2		Story sharing – a blend of books, traditional tales and animation
Mini moment 3		Modelling drawing of the character, setting and adventure time ideas through the 3Ms. Modelling writing through a ‘password’ (see progression below). A ‘passcode’ is added linked to maths. ‘ <i>What will your number do?</i> ’ Example - write 8 and draw two windows each divided into four which total 8, ‘Oh look double 4 is 8’
Mini moment 4	Small groups - rotation	Drawing club groups of up to six children exploring story through drawing, writing and using the 3Ms. The role of the teacher is building confidence in pace with each child so they are emotionally connected to what they’re doing.



Writing passwords are modelled and across the year build on progressive steps towards the end outcome of writing sentences.	
Autumn	Mark making symbols
	Identified letters from phonics
	Initial sounds then CVC words
Spring	Captions and common exception words
Summer	Sentences

The Plans

Autumn 1



Week 1	Getting to know you - transition	
Week 2		
Week 3		
Week 4	Fiction Owl Babies	Day 1 – Character – The owls
		Day 2 – Setting – The tree/nest <i>'I wonder where the owls live'</i>
		Day 3 – Adventure – <i>I wonder where mummy owl might go next...</i>
Week 5	Traditional tale Goldilocks and the 3 Bears	Day 1 – Character – The bears
		Day 2 – Setting – The cottage in the woods
		Day 3 - Adventure – <i>Goldilocks has a present for the bears, I wonder what it might be...</i>
Week 6	Animation Funnybones	Day 1 – Character - Big, little or dog skeleton
		Day 2 – Setting – I wonder where the skeletons live
		Day 3 - Adventure - <i>I wonder what the skeletons might do the next time they go out...</i>
Week 7	Fiction Pumpkin soup	Day 1 – Character – cat, duck and squirrel
		Day 2 – Setting -...the cabin
		Day 3 - Adventure – <i>I wonder what the pumpkin soup will turn you into when you taste it...</i>

Autumn 2

Week 1	Fiction Room on the Broom	Day 1 – Character – The dragon	Day 3 – Adventure 1 – I wonder what animals you will take on your broom
		Day 2 – Setting – the swamp	
Week 2	Animation Poppies (Cbeebies)	Day 1 – Character – the rabbit	Day 3 – Adventure 1 – a new hiding place for the rabbit
		Day 2 – Setting – field of poppies	
Week 3	Fiction Tiddler	Day 1 – Character – Tiddler	Day 3 – Adventure 1 – I wonder how we could rescue Tiddler from the net...
		Day 2 – Setting – the classroom	
Week 4	Traditional tale The Gingerbread Man	Day 1 – Character – The gingerbread man	Day 3 – Adventure 1 – I wonder what character the old lady will make next...
		Day 2 – Setting – the river	
Week 5	Postman Pat (first episode)	Day 1 – Character – Postman Pat	Day 3 – Adventure 1 – I wonder what Postman Pat will deliver to you...
		Day 2 – Setting – The viillage	
Week 6	Dear Santa	Day 1 – Character – Santa	Day 3 – Adventure 1 – I wonder what Santa will bring for Christmas...
		Day 2 – Setting – I wonder where Santa lives...	

Spring 1

Week 1	Fiction The hospital Dog	Day 1 – Character – Dot the dog	Day 3 – Adventure 1 I wonder where Dot will go tomorrow... -
		Day 2 – Setting – the hospital	
Week 2	Traditional tale Jack and the beanstalk	Day 1 – Character – The giant	Day 3 – Adventure 1 – Jack is spending all of the treasure he stole what might he buy?
		Day 2 – Setting – Giant’s castle	
Week 3	Animation Fireman Sam – Safe with Sam	Day 1 – Character – Fireman Sam	Day 3 – Adventure 1 – Norman falls down a hole, I wonder how we could rescue him
		Day 2 – Setting – the kitchen	
Week 4	Fiction Mr Men Little Miss Pancake Day	Day 1 – Character – Little Miss Fun	Day 3 – Adventure 1 – I wonder what toppings you would put on the worlds biggest pancake
		Day 2 – Setting – The pancake race	
Week 5	Traditional tale The three little pigs	Day 1 – Character – 3 pigs	Day 3 – Adventure 1 – The wolf catches the pigs what will he do with them?
		Day 2 – Setting – The houses	
Week 6	Animation Curious George – Chinese New Year parade	Day 1 – Character – Curious George	Day 3 – Adventure 1 – I wonder what George might celebrate next...
		Day 2 – Setting – Parade (China town)	

Spring 2

Week 1	Fiction Dear Zoo	Day 1 – Character – The puppy	Day 3 – Adventure 1 – I wonder what pet you would choose from the zoo...
		Day 2 – Setting – where will the puppy live?	
Week 2	Farmer Duck	Day 1 – Character – The lazy farmer	Day 3 – Adventure 1 – The animals discover something buried in the field, I wonder what it could be...
		Day 2 – Setting – The farmers house	
Week 3	Animation The fish who could wish	Day 1 – Character – The fish	Day 3 – Adventure 1 – If you were the fish I wonder what you would wish for...
		Day 2 – Setting – The ocean	
Week 4	Fiction The Tiger who came to Tea	Day 1 – Character – The Tiger	Day 3 – Adventure 1 – I wonder what the tiger would order at the café...
		Day 2 – Setting – The kitchen	
Week 5	Lost and found	Day 1 – Character – The boy and penguin	Day 3 – Adventure 1 – On returning home the penguin has a party, I wonder what animals would come...
		Day 2 – Setting – The boat	
Week 6	Animation Easter themed story	Day 1 – Character -	Day 3 – Adventure 1
		Day 2 – Setting -	

Summer 1

Week 1	Fiction Superworm	Day 1 – Character – Superworm	Day 3 – Adventure 1 – <i>A trap for wizard lizard</i>
		Day 2 – Setting – The Superworm base	<i>Day 4 – Adventure 2 – A vehicle to help bugs escape</i>
Week 2	Traditional tale The Magic Porridge Pot	Day 1 – Character – The witch	Day 3 – Adventure 1 – Making a potion
		Day 2 – Setting – where does the witch live?	<i>Day 4 – Adventure 2 – The witch goes to the witch's shop – what does it look like?</i>
Week 3	Animation The very Hungry Caterpillar	Day 1 – Character – Caterpillar	Day 3 – Adventure 1 – I wonder what the caterpillar would like to eat
		Day 2 – Setting – I wonder where the caterpillar lives	<i>Day 4 – Adventure 2 – I wonder what the caterpillar might turn into</i>
Week 4	Fiction The Hairy Toe	Day 1 – Character – Monster	Day 3 – Adventure 1 – Trap for the monster
		Day 2 – Setting – The house	<i>Day 4 – Adventure 2 – new hiding place for toe</i>
Week 5	Traditional tale Hansel and Gretel	Day 1 – Character – Witch	Day 3 – Adventure 1 – What's in the pot?
		Day 2 – Setting – Cottage	<i>Day 4 – Adventure 2 – I wonder which new spider the witch would choose</i>
Week 6	Animation Bill and Ben the Flowerpot Men Bubble trouble	Day 1 – Character – Bill and Ben	Day 3 – Adventure 1 – If you were in a bubble where would you go?
		Day 2 – Setting – The Garden	<i>Day 4 – Adventure 2 – How would you pop the bubble to rescue worm?</i>

Summer 2

Week 1	Fiction The Hundred Decker Bus	Day 1 – Character – Bus driver	Day 3 – Adventure 1 – A new deck for the bus
		Day 2 – Setting – The bus	<i>Day 4 – Adventure 2 – Bus driver finds a new road, where does it go?</i>
Week 2	We're Going on a Bear hunt	Day 1 – Character – The bear	Day 3 – Adventure 1 – How to cross the river
		Day 2 – Setting – Bear's home	<i>Day 4 – Adventure 2 -</i>
Week 3	The Train Ride	Day 1 – Character – the girl	Day 3 - Adventure 1 – who will get on next?
		Day 2 – Setting – the journey	<i>Day 4 - Adventure 2 – where will the train go?</i>
Week 4	Animation Captain Pugwash	Day 1 – Character – The sea monster	Day 3 – Adventure 1 – what will the sea monster eat next?
		Day 2 – Setting – a map to the treasure island	<i>Day 4 – Adventure 2 -</i>
Week 5	Whatever Next	Day 1 – Character – Baby bear	Day 3 – Adventure 1 – a picnic for baby bear
		Day 2 – Setting – the moon	<i>Day 4 – Adventure 2 – where will baby bear go next?</i>
Week 6	Not Now Bernard	Day 1 – Character – The monster	Day 3 – Adventure 1 – what will the monster eat to take away the taste of Bernard?
		Day 2 – Setting – Bernard's house	<i>Day 4 – Adventure 2 – I wonder where the monster came from...</i>
Week 7	Fiction The Tiger who came to tea	Day 1 – Character – The tiger	Day 3 – Adventure 1 – what would the tiger order at the café?
		Day 2 – Setting – The cafe	<i>Day 4 – Adventure 2 – The zoo are looking for the tiger, where will it hide?</i>