

EYFS Drawing Club – Reception Long Term Plan and Implementation

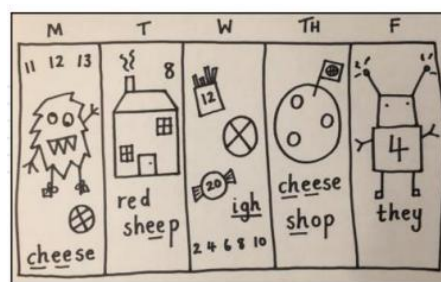
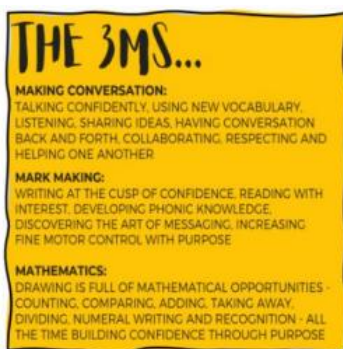


What is Drawing Club?

Drawing Club is an approach designed by Greg Bottrill that immerses children into a world full of imagination by integrating books and drawing activities into the EYFS Curriculum. We, at Ringway, embrace Drawing club and can see the joy that it brings our youngest children, opening up the magical world of story and tales whilst enriching the children's language skills, developing their fine motor skills and building a connection with the adults who work with them. Drawing Club supports children to develop the foundational skills needed for school Literacy as they move into KS1.

The 3M's

Drawing Club is based on the 3M principle. These are making conversations, mark making and mathematics. We use a book, traditional tale or animation as the basis of Drawing Club sessions per week. Children learn new exciting vocabulary that we revisit each day in Drawing Club; each word is ambitious and is supported by actions. On a Monday we draw characters, on a Tuesday we draw a setting and on Wednesday and Thursday the children explore the story and possibilities during Adventure Time. ideas from the teacher or create their own to share. Pupils add symbols and passwords to their drawings in the form of marks, words, phrases and sentences.



How is it delivered?

Drawing Club is delivered Monday-Thursday and is followed by a dictation session on a Friday.

Part 1	10 minutes together on the carpet	Vocabulary – Sharing planned, rich vocabulary, linked to the story or animation with actions.
Part 2		Story Sharing – a blend of stories, tales and animation
Part 3		Modelling drawing of the character, setting and adventure time ideas through the 3M's. Modelling writing through a 'password'. See progression. Reading developed by adding keywords. Monday: Character Tuesday: Setting Wednesday: Adventure Time Thursday: Adventure Time
Part 4	Groups/ whole class	Drawing Club group sessions, exploring story through drawing and writing using the 3M's.

Maths is incorporated into our drawings by talking about shapes, doubling, halving, addition, subtraction etc. We might be drawing a troll with a spherical shapes head, 2 strong wiry hairs on his chin and double this amount coming out of each ear. He has one more than 4 buttons on his filthy, ripped shirt.

Children observe as the teach models each morning and then have the opportunity to create their own drawings. They are invited to wear a lanyard showing they are part of Drawing Club and can borrow ideas from the teacher or create their own amazing ideas to share.

One of the most exciting parts of Drawing Club is adding secret symbols and passwords to our drawings. Secret symbols are added to drawings and can make anything happen! Sometimes we press them and aliens and unicorns become 3 times bigger, pencils turn to chocolate or hair turns multi-coloured. We then add a code to make the secret symbol work. This can be a mark, letter, digraph, word or a sentence. As children make progress and become more confident with their phonics, their codes develop and move towards phrases and sentences.

Progression

	Reception		
	Autumn Term	Spring Term	Summer Term
Writing	Single letters Initial sounds E.g. 'd' to represent a dog Begin to write CVC words	Digraphs E.g. 'ch' to represent cheese and the word 'dog' to correctly label a dog. Secure CVC writing Phrases joining CVC words e.g. red dog using a finger space.	Common exception words Simple phrases and sentences E.g. The dog is big Use of finger spaces and a full stop.

How Drawing Club Helps Writing skills

- Enhances creativity and imagination
- Drawing stimulates creativity, which is essential for imaginative writing
- Children can translate the scenes and stories from their drawings into words

Improves Fine Motor Skills:

- The physical act of drawing each day helps to develop fine motor skills, crucial for handwriting.
- Through small group sessions pencil grip is taught and refined.

Builds Narrative Skills:

- Children create stories through their drawings, which helps them to understand narrative structure.
- Discussing their drawings encourages the children to articulate their thoughts and ideas coherently developing oracy.

Increases Vocabulary

- Each week, teachers introduce up to 5 new and ambitious words relevant to the story during the sessions.
- As teachers model drawing, they use carefully planned vocabulary to describe it to the children to increase their exposure to new words.

Provides Context for Writing:

- Drawing gives a visual context to make writing activities more concrete.
- Children enjoy and enthusiastically write about something they have created visually.

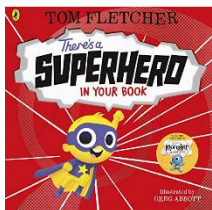
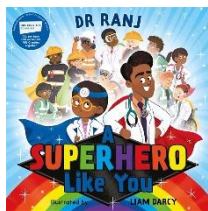
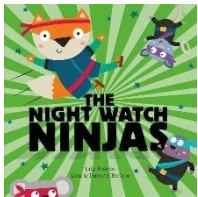
Implementation at Ringway

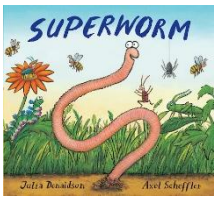
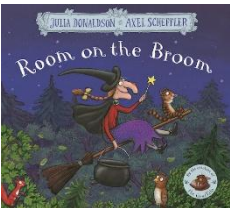
Integration with Curriculum	Drawing Club themes are aligned with the current curriculum topics with one off texts taught throughout each term to develop enthusiasm
Teacher Involvement	Teachers provide opportunities to develop vocabulary, oracy, confidence and writing skills by providing well planned prompts and guidance.
Parental Engagement	Writing, drawing and sound knowledge is encouraged through home learning activities. Children's progress and creations are shared with parents.
Resources and Materials	Continuous provision provides ample drawing and writing materials including paper, markers, pens, pencils, crayons. A dedicated space is used for Drawing Club sessions and lanyards are available. Sound mats and 100 squares are provided to support independence.
Assessment and Feedback	Teacher and TA to regularly assess children's progress in drawing and writing during sessions and provide positive feedback and constructive suggestions.

By integrating Drawing Club into the EYFS Curriculum at Ringway, children can develop their early writing skills in an engaging, exciting, supportive and creative way, developing their vocabulary, oracy, confidence alongside a love of reading and writing.

EYFS Drawing Club – Long Term Plan

Autumn 1

Week 1	Transition activities and relationship/routine building			
Week 2				
Week 3	Vocabulary zooming scribble mischievous powerful villain	Fiction There's a Superhero in your Book		Character: The Scribbler
				Setting: Superhero World
				Adventure Time: What would your superhero power be?
				Adventure Time: What would you use to stop The Scribbler?
Week 4	Vocabulary Selfless hero courageous compassionate rescue supporting	Fiction A Superhero like you		Character: You in a real life hero outfit
				Setting: Lily's bedroom
				AT: What would be in your ambulance to help people?
				AT: There's a fire! How would you put it out?
Week 5	Vocabulary stealthy nocturnal toxic destroy escaping disgusting	Fiction The Nightwatch Ninjas		Character: New Ninja animal
				Setting: Ninja Town
				AT: How can we trap Stinker?
				AT: Design a vehicle to escape Stinker.
Week 6	Vocabulary gloomy convincing victorious muscular searching	Animation Bananaman		Character: Bananaman
				Setting: Dr Gloom's House
				AT: Where can Bananaman put his bananas to keep him safe?
				AT: How can Dr Gloom travel around now that he's a baby?

Week 7	Vocabulary transform wiggling heroic calamity elastic captive	Fiction Superworm		Character: Superworm
				Setting: Wizard's Lair
				AT: A monster is coming to town to catch Superworm – what does it look like?
				AT: How will Superworm trap a monster?
Week 8 Halloween	Vocabulary whoosh splat horrible passenger fiery	Fiction Room on the Broom		Character: Witch
				Setting: The Witch's house
				AT: The witch has a new passenger. Who else can sit on the broom?
				AT: What do you turn into if you drink the potion?