Drawing Club Routine

Weekly:

Monday, Character

Focus on a character, can we draw them? Describe them? Explore what they are like?

Tuesday, Setting

What is the setting like? What could it feel like, smell like, sound like?

Wednesday, Adventure Time

Answer the unanswered questions in the stimulus. Create a mission, what could happen next? Can the children create a solution?

Thursday, Adventure Time

Introduce a new twist or problem, how can we solve this one?



Friday, Adventure Time

What comes next? After the end of this story/adventure - what could happen to our characters next?

Drawing Club Routine

Daily

Invitation - Let's go on an adventure!

Give children their Drawing Club badges

Introduce the stimulus and tell the story, use story talk to dig deeper and encourage prediction, retrieval and inference skills.

Vocabulary

Select 5 tier 2 words to introduce alongside the text that are closely related. Recap these same words each day and add to the working wall.

The Magic Code

Introduce the 'magic code' that the children need to show in their writing. This is the grammar objective you are focussing on eg: using 'and' but can be tailored to individual children to fill gaps. When the children use their 'magic code' their drawing comes to life!

Adventure Time

Children draw and write about their drawing. Children work closely with an adult to help ideas develop through conversation and storytelling.



Celebrate!

Share our ideas, or creations that the childrem are proud of.