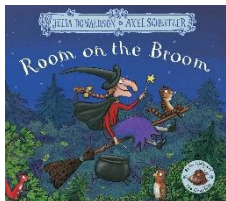
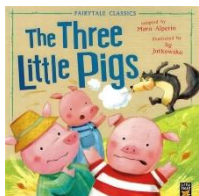
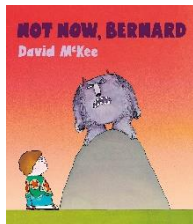
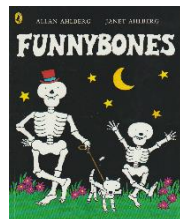




Drawing Club Planning

Robins Class - Autumn 1



	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Book Tale Animation	Room on the Broom 	Three Little Pigs 	Not Now, Bernard 	The Leaf Thief 	Mr Benn 	Funnybones 
Objectives	To listen carefully to a story and talk about characters, settings and events using new vocabulary. Reception: Join in with discussions and answer simple questions. Year 1: Explain ideas and opinions about what has happened in the story.	To develop confidence in speaking by sharing ideas, predictions and imaginative responses with others. Reception: Speak in sentences about drawings and ideas. Year 1: Extend explanations using descriptive language and connectives.	To apply phonic knowledge when creating secret codes, labels and simple words linked to drawings. Reception: Hear and record initial sounds and begin blending simple words. Year 1: Use Phase 5 graphemes and common exception words in writing.	To use drawing as a way to plan, communicate and develop imaginative ideas from stories. Reception: Give meaning to marks and drawings. Year 1: Add detail to drawings to represent characters, settings and events.	To compose and write captions and sentences about drawings using appropriate punctuation. Reception: Attempt captions using known sounds and letters. Year 1: Write simple sentences with capital letters, finger spaces and full stops.	To retell, adapt and invent stories by combining ideas from texts with their own experiences and imagination. Reception: Retell familiar stories using pictures and talk. Year 1: Create simple story innovations with clear characters, settings and events.

Vocabulary	squelched leapt clambered glee wailed	giggle bellow tremble gallop whisper	gobble destroy fiercesome splatter astonished	autumn rustle glimpse disguise investigate	release habitat liberate enclosure herd	cemetery eerie peculiar skeleton stumbled
Day 1 Character	Draw a new character to join them on the broomstick	Draw one of the main characters	Draw a monster to eat mum and dad	Draw the main character – the anxious squirrel	Draw the animals you would like to look after if you worked at a zoo	Draw your own peculiar skeleton.
Day 2 Adventure Time			Draw what the monster will eat to take away the taste of Bernard.	Squirrel finds one enormous golden leaf hidden under a bush. When Squirrel touches it, the leaf begins to glow and whispers, 'Follow me...'	Draw what superpower your animal would have.	Draw where the skeleton goes and what it discovers. Could be a dark forest, mysterious castle, spooky cave or enormous pumpkin patch.
Day 3 Adventure Time			Draw the place where the monster come from.	Add a new character to the story – hedgehog, fox, owl, magpie – what does he look like? How does he help the squirrel with his leaf investigation?	Create your own animal for the zookeeper to look after. What does the imaginary animal look like how many arms, legs does it have what special food does it eat and how can the zookeeper make sure its happy.	"The skeleton was creeping through the forest when suddenly it discovered a mysterious..." Draw the mysterious thing the skeleton discovers.