



May we give them roots to grow and wings to fly.



EYFS Drawing Club – Long Term Plan

Autumn 1 – Drawing Club

Week 1	Getting to know you – Transition		
Week 2			
Week 3			
Week 4	<u>GET-UP- STAND-UP VOCABULARY</u> ACCELERATE BRAKING STEERING	<u>Animation</u> THE ADVENTURE OF THE PAST Wacky Races Clip Robert Carey-2mins https://www.youtube.com/watch?v=8xugHKz3KnE	Character – Choose your favourite...
			Setting - DESIGN A NEW VEHICLE TO ENTER THE WACKY RACES
			Adventure Time...I wonder? (AT) - THE VEHICLES NEED A PETROL STATION TO REFUEL
			AT - WHAT DO YOU WIN IF YOU COME FIRST IN THE RACE? WHAT IF YOU FINISH LAST?
Week 5	<u>GET-UP- STAND-UP VOCABULARY</u> IGNORE FIERCESOME ASTONISHED	<u>Fiction</u> THE ADVENTURE OF BOOKS NOT NOW BERNARD BY DAVID MCKEE	Character – A MONSTER TO EAT MUM AND DAD
			Setting – BERNARD'S HOUSE
			AT - WHERE DID THE MONSTER COME FROM?
			AT - HOW CAN MUM AND DAD GET THE MONSTER OUT OF THE HOUSE?
Week 6	<u>GET-UP- STAND-UP VOCABULARY</u> CREAKY FEARLESS BAMBOOZLE	<u>Traditional Tale</u> THE ADVENTURE OF TALES THREE BILLY GOATS GRUFF	Character – THE TROLL
			Setting – THE BRIDGE
			AT - HOW CAN WE RESCUE THE TROLL FROM THE RIVER?



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			AT - THERES BEEN A FLOOD AND THE BRIDGE GOT WASHED AWAY. HOW CAN WE CROSS THE RIVER?
Week 7	<u>GET-UP- STAND-UP VOCABULARY</u> TEARFUL PROTECT SHELTER	<u>Animation</u> THE ADVENTURE OF THE PAST MR BENN – ZOOKEEPER https://youtu.be/NN-xmyjbMSU	Character - MR BENN
			Setting - THE ZOO
			AT - THE ZOO WANT TO HAVE A BRAND-NEW ANIMAL – WHAT SHALL THEY GO AND LOOK FOR?
			AT - HOW CAN THE ZOO CATCH THE ANIMAL FOR THE ZOO?
Week 8	<u>GET-UP- STAND-UP VOCABULARY</u> CUTLASS VOYAGE OCEAN	<u>Fiction</u> THE ADVENTURE OF BOOKS PIRATE PETE BY NICK SHARRATT	Character – PIRATE PETE
			Setting – PIRATE PETE'S BOAT
			AT - PIRATE PETE NEEDS A CREW. WHO WILL JOIN HIM?
			AT - PIRATE PETE HAS FOUND TREASURE BUT HAS FORGOTTEN HIS SPADE. HOW CAN HE GET IT?



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Week 1	<u>GET-UP- STAND-UP VOCABULARY</u> CLAMBERING BOOMING DESCENDING	<u>Traditional Tale</u> THE ADVENTURE OF TALES JACK AND THE BEANSTALK	<u>Autumn 2</u> Character – THE GIANT
			Setting – THE GIANT'S CASTLE
			AT - THE GIANT HAS CALLED THE POLICE TO CATCH JACK – WHAT WILL THEY NEED TO CAPTURE HIM?
			AT - JACK IS SPENDING ALL THE TREASURE HE STOLE – WHAT IS HE BUYING?
Week 2	<u>GET-UP- STAND-UP VOCABULARY</u> FEARFUL CREEP DISTANT	<u>Fiction</u> THE ADVENTURE OF BOOKS THE HAIRY TOE BY DANIEL POSTGATE	Character – WHAT DOES THE MONSTER LOOK LIKE?
			Setting – THE OLD WOMAN'S HOUSE
			AT - THE OLD WOMAN WANTS TO TRAP THE MONSTER. WHAT SHOULD SHE BUILD?
			AT - WHO WILL COME AND RESCUE THE OLD WOMAN NOW THE MONSTER HAS FOUND HER?
Week 3	<u>GET-UP- STAND UP VOCABULARY</u> ZOOMING ACCIDENT BOULDER	<u>Animation</u> THE ADVENTURE OF THE PAST ROADRUNNER https://youtu.be/GdKkI1vGsmE	Character - ROADRUNNER
			Setting – WHERE DOES THE COYOTE LIVE?
			AT – THE COYOTE WANTS TO INVENT A WAY TO TRAVEL SUPER FAST...
			AT - WHAT COULD COYOTE LEAVE OUT FOR THE ROADRUNNER TO EAT TO TRICK IT?



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Week 4	<u>VOCABULARY</u> Gold Frankincense Myrrh	<u>Animation</u> The Christian Story of the First Christmas https://www.youtube.com/watch?v=FrTF_AZPQxpE	Character – Mary and Joseph
			Setting – Stable
Week 5	NATIVITY		
Week 6	NATIVITY		
Week 7	Christmas Week		



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Week 1	<u>GET-UP- STAND-UP VOCABULARY</u> BAKING INGREDIENTS RISING	<u>Traditional Tales</u> The Adventure of the past The Little Red Hen	<u>Spring 1</u> Character – The Red Hen
			Setting – The farm but there is an odd animal on it!
			AT -What disgusting thing might the little red hen put on the bread?
			AT – The smell of the bread has attracted a bed character. Who is coming?
Week 2	<u>GET-UP- STAND-UP VOCABULARY</u> SWALLOW ADORE SILENT	<u>Fiction</u> THE ADVENTURE OF BOOKS PENGUIN BY POLLY DUNBAR	Character – The Lion
			Setting – Where does the lion live?
			AT - THE LION IS STILL HUNGRY. WHAT CAN WE GIVE HIM TO EAT?
			AT - THE LION ATE PENGUIN! HOW CAN WE GET HIM OUT?
Week 3	<u>GET-UP- STAND-UP VOCABULARY</u> MUSCULAR EXPLODE SUPERHUMAN	<u>Animation</u> THE ADVENTURE OF THE PAST POPEYE https://youtu.be/nffXvVVKcLs	Character – POPEYE
			Setting – THE SPINACH CAN FACTORY
			AT - WHAT WOULD BE TOO HEAVY FOR POPEYE TO LIFT UP?
			AT - BLUTO HAS WEARING A DISGUISE – WHAT DOES HE LOOK LIKE – CAN HE SNEAK UP ON POPEYE?
	<u>GET-UP- STAND-UP</u>	<u>Traditional Tale</u> THE ADVENTURE OF TALES	Character – THE FOX



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Week 4	VOCABULARY DEVoured ROYAL HYSTERICAL	CHICKEN LICKEN	Setting – THE SKY – WHAT'S UP THERE? ADD SOMETHING THAT DOESN'T BELONG THERE TOO!
			AT- THE FOX IS COMING TO SCHOOL – HOW WILL WE STOP HIM!
			At - THE FOX IS BRINGING AN ARMY OF BADDIES: WHO IS WITH HIM?
Week 5	GET-UP- STAND-UP VOCABULARY DECISION FREEZING BRAVE	Fiction THE ADVENTURE OF BOOKS WOULD YOU RATHER...? BY JOHN BURNINGHAM	Character - WHAT IS THE SCARIEST CREATURE YOU'D DARE TO HOLD! Setting - WHAT'S IN THE SPOOKY HOUSE? WHO MIGHT YOU MEET?
			AT - WHAT WOULD YOU RATHER EAT? SWEETS OR SNAILS? HOW MANY?
			AT - UP, UP, UP WHAT WOULD YOU INVENT TO GO UP INTO THE SKY TO HAVE A PICNIC?
Week 6	GET-UP- STAND-UP VOCABULARY COMICAL FURIOUS STAMP	Animation THE ADVENTURE OF THE PAST PINK PANTHER – SEASON 1 EPISODE 1 https://www.youtube.com/watch?v=59IKdaXX6Eo&t=164s	Character – PINK PANTHER Setting – PINK PANTHER'S CAR AT - PINK PANTHER HAS A FRIEND WITH ANOTHER COLOUR IN ITS NAME... AT - PINK PANTHER NEEDS TO GET MORE PAINT – WHAT DOES THE PAINT FACTORY LOOK LIKE?
Week 7	GET-UP- STAND-UP VOCABULARY GUZZLE SLUMBER PERFECT	Traditional Tale THE ADVENTURE OF TALES GOLDBLOCKS	Character – BEAR OR GOLDBLOCKS Setting – THE BEARS' HOUSE AT- THE BEARS GO LOOKING FOR GOLDBLOCKS BUT THEY NEED A MAP! AT- WHERE IS GOLDBLOCKS HIDING?



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Week 1	<u>GET-UP- STAND-UP VOCABULARY</u> TIPTOE PANIC HIDE	<u>Fiction</u> THE ADVENTURE OF BOOKS WE'RE GOING ON A BEAR HUNT BY MICHAEL ROSEN	<u>SPRING 2</u> Character – THE BEAR
			Setting - THE BEAR'S CAVE WITH ITS FURNITURE
			AT -THE BEAR IS COMING BACK TO GET THROUGH THE UPSTAIRS WINDOW – HOW CAN IT GET UP?
			AT - THE FAMILY ESCAPE BUT GET TO THE RIVER + IT'S FLOODED – HOW CAN THEY GET ACROSS?
Week 2	<u>GET-UP- STAND-UP VOCABULARY</u> RAPID NAPPING HURDLE	<u>Animation</u> THE ADVENTURE OF THE PAST BAT FINK – THE SHORT CIRCUIT CASE https://www.youtube.com/watch?v=DpGk7p7QPjk	Character-BATFINK
			Setting - BATFINK'S CAVE
			AT - HOW CAN BATFINK CREATE MORE ELECTRICITY?
			AT - HELP THE MAD SCIENTIST KEEP AN EYE FOR BATFINK. WHAT CAN HE INVENT?
Week 3	<u>GET-UP- STAND-UP VOCABULARY</u> LEAP SOGGY DISAPPOINTED	<u>Traditional Tale</u> THE ADVENTURE OF TALES THE GINGERBREAD MAN	Character - THE GINGERBREAD MAN
			Setting - THE RIVER
			AT - THE OLD WOMAN BAKED A NEW CHARACTER – THE STINKY CHEESE MAN
			AT - WHAT DO YOU TURN INTO IF YOU TOUCH THE STINKY CHEESE MAN?
Week 4	<u>GET-UP- STAND-UP VOCABULARY</u>	<u>Fiction</u>	Character -THE TIGER



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	SLURPING CROUCH FAREWELL	ADVENTURE OF BOOKS THE TIGER WHO CAME TO TEA BY JUDITH KERR	Setting - THE CAFE
			AT- THE TIGER WANTS TO JOIN THE FAMILY AT THE CAFÉ. WHAT WILL HE ORDER?
			AT- THE TIGER HAS LOST HIS WAY HOME. HE NEEDS TO GET ON THE TIGER BUS BUT HE DOESN'T KNOW WHAT IT LOOKS LIKE
Week 5	<u>GET-UP- STAND-UP VOCABULARY</u> PACING GREETING RACING	<u>Animation</u> THE ADVENTURE OF THE PAST THE MAGIC ROUNDAABOUT - BUBBLES	Character -ZEBEDEEE
			Setting -WHERE DOES MR RUSTY LIVE?
			AT - THE BUBBLES ARE BROKEN! CAN WE INVENT A BUBBLE MACHINE?
			AT - WHICH STORY CHARACTER FROM ANY STORY WOULD YOU LIKE TO BLOW BUBBLES FOR?
Week 6	<u>GET-UP- STAND-UP VOCABULARY</u> CONSTRUCT CELEBRATE EXHALE	<u>Traditional Tale</u> THE ADVENTURE OF TALES THE THREE LITTLE PIGS	Character - THE WOLF
			Setting - THE BRICK HOUSE
			AT - THE WOLF HAS DISGUISED HIMSELF AS A PIG...
			AT - THE THREE LITTLE PIGS TAKE THE WOLF TO THE BUILDERS YARD BUT THEY NEED TO MOVE THE BRICKS
Week 7	<u>GET-UP- STAND-UP VOCABULARY</u>	<u>Fiction</u>	Character - THE PUPPY



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	GIFT ELONGATED DISAPPROVE	ADVENTURE OF BOOKS DEAR ZOO BY ROD CAMPBELL	Setting -THE CAGE
			AT - THE ZOO WOULD LIKE US TO HAVE THREE OTHER PETS
			AT- THE CROCODILE IS HUNGRY! WHAT SHOULD WE GIVE HIM TO EAT?



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EYFS Drawing Club – Long Term Plan

Summer 1- Drawing Club Volume 2

Week 1	The In ventures of Noodle and Titch	1. The missing teapot	Character – A new way to make a cup of tea for Noodle and Titch
			Setting – What's living down the hole?
			AT – How can Noodle and Titch get the teapot out?
			AT – If you drink a cup of tea from the teapot, what will you turn into?
Week 2	The In ventures of Noodle and Titch	2. The case of the bionic binoculars	Character - New bionic binoculars for Noodle and Titch
			Setting – What can you see through the new binoculars?
			AT – Where do the Ark Ark birds come from?
			AT – The Ark Ark birds want more biscuits - what will you invent to make the biscuits for them?
Week 3	The In ventures of Noodle and Titch	3. The upside down button	Character – Noodle and Titch want to go to Upside Down World. Invent a way to get there.
			Setting – What does Upside Down World look like?
			AT – Who lives in Upside Down World?
			AT – The Upside Down witch is on her way to get Noodle and Titch - what does she look like?
Week 4	The In ventures of Noodle and Titch	4. The pet popper upper	Character – A new pet popper upper for Noodle and Titch
			Setting – What pet would you like to pop up and where does it live?
			AT – What pet would you not want to pop up?
			AT – Noodle and Titch have popped up a crocodile! What does it look like?



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Summer 2 – Drawing Club Volume 2

Week 1	The Inventures of Noodle and Titch	5. The Mini Memory Machine	Character – Invent a new memory maker for Noodle and Titch
			Setting – What memory do you have of last week?
			AT – Noodle and Titch have remembered that they need to go to the shop. Invent a way for them to get there
			AT – They have forgotten five things from the shop. What were they?
Week 2	The Inventures of Noodle and Titch	6. The Rickety Rockety Racing Car	Character – Help Noodle and Titch invent a new rickety rockety car
			Setting – Noodle and Titch need a map to get to the Moonpin party
			AT – There's something living inside the shell - what is it?
			AT – The Moonpins are having a new party - what gift shall Noodle and Titch take?
Week 3	The Inventures of Noodle and Titch	7. The Zippety Zap Gun	Character – Noodle and Titch want a new zap gun – what does it look like?
			Setting – If the zap gun got you, where would it send you?
			AT - The zap gun has shrunk the teacher! How can Noodle and Titch turn them back to normal?
			AT - What can you invent to block the zap getting Noodle and Titch?
Week 4	The Inventures of Noodle and Titch	8. The Bingle Bongle Bit Bot	Character – A new bingle bongle bit bot for Noodle and Titch
			Setting – Where can Noodle and Titch hide from all the angry characters?
			AT – The big bad wolf wants to dress up as something else to play a trick - what could it be?
			AT - The troll's bridge has broken - how can Noodle and Titch help get the goats across
Week 5	The Inventures of Noodle and Titch	9. The Hickory Dickory Dock Clock	Character – Invent a new clock for Noodle and Titch
			Setting – What can you invent to unburn the biscuits?
			AT – Noodle and Titch want more biscuits - invent a biscuit making machine
			AT – If it was 'Do Anything You Want O'clock' what would you do?
Week 6	The Inventures of Noodle and Titch	10. The Whizzy Washer Upper	Character – A new whizzy washer upper
			Setting – Noodle and Titch's kitchen
			AT – The biscuit goblin is coming – what does it look like?
			AT – Where can Noodle and Titch hide their biscuits from the biscuit goblin