

## Drawing club planning

| Autumn 1<br>'Why is it good to be me?' | Book               | Vocab                                                                       | Day 1-<br>Character/setting         | Day 2-<br>Adventure time                                                                              | Day 3-<br>Adventure time                                                                                           |
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|                                        | The Colour Monster | Discombobulated<br>Assist<br>Shimmering<br>Sobbing<br>Timid<br>Tranquillity | Read 1<br>Draw-The colour monster   | Read 2<br>The emotion thief is coming. What does it look like and what emotion does it want to steal? | The colour monster wants to find the thief so it can get the emotion back. Draw a map so he can find its way back. |
|                                        | Farmer Duck        | Exhausted<br>Unwilling<br>Stunned<br>Important<br>Selfish<br>Evict          | Read 1<br>Draw- The Lazy Farmer     | Read 2-Setting<br>The farmer's house                                                                  | Farmer duck wants a tractor. What kind should he get?                                                              |
|                                        | Pumpkin soup       | Fear<br>Miserable<br>Rumpus<br>Paced<br>Patience                            | Read 1- draw the duck. Add a banjo. | Read 2- Setting<br>Draw the old cabin where they live. Dark woods around them.                        | Design a new pot for the pumpkin soup.                                                                             |

| Autumn 2<br>'Where do I live?' | Book                       | Vocab                                                               | Day 1                           | Day 2                                        | Day 3                                                                                   |
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|                                | We're going on a bear hunt | Wandering<br>Joyful<br>Panic<br>Flee<br>Hide<br>Obstacle            | Read 1- Draw the bear           | Read 2- The bear's cave- with its furniture. | The family escape but they get to the river and it is flooded. How can they get across? |
|                                | Rosie's Walk               | Oblivious<br>Clatter<br>Creeping<br>Scarper<br>Soaking<br>immersed  | Read 1- Draw the fox            | Read 2-Draw the Beehives                     | The farmer wants a fox force field, to stop it getting in. What would this look like?   |
|                                | Handa's surprise           | Wander<br>Alarmed<br>Balanced<br>Surprise<br>Delicious<br>Adventure | Read 1- Draw Handa              | Read 2- Draw the hut where Handa lives.      | Invent a way Handa can transport the fruit safely.                                      |
|                                | Where the wild things are  | Navigate<br>Shimmy<br>mischief<br>Irritated<br>Supper<br>Gnashed    | Read 1- Draw a wild thing       | Read 2- Draw the wild things den             | The monsters give Max a new crown. Can you design it?                                   |
|                                | The Christmas pine         | ancient<br>soaring                                                  | Read 1- Draw the Christmas Tree | Read 2-Draw the forest.                      | The decorations have gone miss-                                                         |

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|  |  | remote<br>journeyed<br>gape<br>warble |  |  | ing.... I wonder<br>which Christmas<br>stinker has stolen<br>them... |
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| Spring 1<br>'What would<br>my story be?' | Book                      | Vocab                                                            | Day 1                      | Day 2                                                                                     | Day 3                                                                              |
|                                          | Jack Frost                | Icicles<br>Freeze<br>Curious<br>Proud<br>Winter<br>Blow          | Read 1- Draw<br>Jack Frost | Read 2-What did<br>Jack Frost do?<br>Draw the garden<br>once Jack Frost<br>has frozen it. | (Scenarios of<br>what he could<br>freeze).                                         |
|                                          | Jack and the<br>Beanstalk | Chopping<br>Clambering<br>Ginormous<br>Escape<br>Afraid<br>Magic | Read 1- Draw the<br>Giant  | Read 2- Draw the<br>Giant's castle.                                                       | Jack is spending<br>all the treasure<br>he stole- what<br>will he buy?             |
|                                          | Goldilocks                | Piping hot<br>Guzzle<br>Demolish<br>Perfect<br>Cramped           | Read 1- Draw<br>Goldilocks | Read 2- Draw the<br>Bear's house.                                                         | Goldilocks has<br>bought a sorry<br>present for the<br>bears, what<br>might it be? |

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|  |                              | <b>Taste</b>                                                                                           |                                  |                                                                 |                                                                             |
|  | The Three Billy Goat's Gruff | Creaky<br>Gruesome<br>Fearless<br>Suddenly<br>Grumbles<br>Medium                                       | Read 1- Draw the Troll           | Read 2- Draw the bridge.                                        | The troll wants to eat a new animal crossing over the bridge. Who's coming? |
|  | The Gingerbread Man          | <b>Disappointed</b><br><b>Leap</b><br><b>Wise</b><br><b>Mocking</b><br><b>Escape</b><br><b>Cunning</b> | Read 1- Draw the Gingerbread man | Read 2- Draw a map of the Gingerbread man's journey.            | The old woman baked a new character- The Stinky Cheese Man.                 |
|  | Mr Wolf's Pancakes           | Neighbours<br>Share<br>Unkind<br>Ingredients<br>Equipment<br>Recipe                                    | Read 1- Draw Mr Wolf             | Read 2- Draw the things Mr Wolf will need to make the pancakes. | Pancake disaster- What has happened?                                        |

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| Spring 2<br>'What is my super power?' | <b>Book</b>                                             | <b>Vocab</b>                                      | <b>Day 1</b>            | <b>Day 2</b>                             | <b>Day 3</b>                                                     |
|                                       | Bananaman<br><br>Bananaman (S01E01) - Meets Dr Gloom HD | <b>Muscular</b><br><b>Gloomy</b><br><b>Search</b> | Read 1- Draw Bananaman. | Read 2- Design Bananaman's secret house. | Invent a place to safely store Bananaman's bananas from baddies. |

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|  | Pink Panther          | Clumsy<br>Furious<br>Splodge<br>Comical<br>Instruments     | Read 1- Draw<br>Pink Panther      | Read 2- Draw<br>Pink Panther's<br>car.      | Pink Panther<br>has a friend<br>with another<br>colour in his<br>name. Who is<br>the new<br>friend? |
|  | Superworm             | Heroic<br>Wriggling<br>Courageous<br>Transform             | Read 1- Draw<br>superworm         | Read 2- Draw<br>the<br>Superworm's<br>base. | Monster is<br>coming to<br>town what do<br>they look<br>like?                                       |
|  | Room on the Broom     | Passenger<br>Scaly<br>Fiery<br>Horrible<br>Swoop           | Read 1- Draw<br>the Dragon        | Read 2- The<br>swamp                        | The witch<br>wants a new<br>super-fast<br>broomstick.                                               |
|  | Road Runner (youtube) | Zoom<br>Accident<br>Patient<br>Boulder<br>Ambush<br>Speedy | Read 1- Draw<br>the<br>Roadrunner | Read 2- Where<br>does the<br>coycote live?  | What could<br>coyote leave<br>out for the<br>Roadrunner<br>to eat and<br>trick him?                 |

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| Summer 1 | Book                   | Vocab                              | Day 1                       | Day 2                                | Day 3                               |
|          | The Enormous<br>Turnip | Resistance<br>Struggle<br>Emerging | Read 1- Draw the<br>farmer. | Read 2- Draw the<br>enormous turnip. | Design a way to<br>get the enormous |

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| 'Where does my food come from?' |                                                       | Forceful<br>Beckon                                                          |                         |                                                                     | turnip out of the ground.                                |
|                                 | Oliver's Fruit Salad                                  | Orchard<br>Harvest<br>Fresh<br>Root<br>Pulp                                 | Read 1- Draw Oliver.    | Read 2- Draw Oliver's fruit salad.                                  | Design a new fruit for Oliver to grow.                   |
|                                 | The Giant Jam Sandwich<br><br>(need to order)         | Boiling<br>Escape<br>Expand<br>Hovering<br>Attract                          | Read 1- Draw the wasps. | Read 2- Itching down map.                                           | What would you make in the factory to attract the wasps? |
|                                 | What's in the witch's kitchen?<br><br>(need to order) | Disgusting<br>Delicious<br>Spooky<br>Slimy<br>Cackle<br>Courage<br>Surprise | Read 1- Draw the witch. | Read 2- Draw what would you like to eat out of the Witch's Kitchen? | How will you escape the Witch's Kitchen?                 |
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| Summer 2<br>'Where do animals live?' | Books    | Vocab                                   | Day 1                 | Day 2                | Day 3                                                   |
|                                      | Dear Zoo | Gift<br>Capture<br>Return<br>Disapprove | Read 1-Draw the puppy | Read 2-Draw the cage | The crocodile is hungry! What shall we give him to eat? |

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|  |                               | Persistent<br>Slippery                                              |                           |                                                                                                                                    |                                                                                          |
|  | Tiddler                       | Celebrate<br>Abandoned<br>Daydream<br>Reunite                       | Read 1- Draw<br>Tiddler   | Read 2-Draw<br>Tiddler's<br>classroom                                                                                              | A shark has<br>come to find<br>tiddler. In-vent a<br>way for Tiddler<br>to hide from him |
|  | The tiger who<br>came for tea | Feast<br>Cautious<br>Farewell<br>Crouch<br>Total<br>Arrive<br>Slurp | Read 1- Draw the<br>tiger | Read 2- The tiger<br>has lost his way<br>home. He needs to<br>get on the tiger<br>bus, but does not<br>know what it<br>looks like. | The zoo have come<br>looking for the<br>tiger. Where can<br>he hide?                     |
|  | Bagpuss                       | Discover<br>Snoozing<br>Alert<br>Gorgeous<br>Extraordinary<br>Awake | Read 1- Draw<br>Bagpuss   | Read 2- Draw<br>Emily's shop.                                                                                                      | Invent a robot to<br>help get the<br>King's beard<br>back on the<br>King's face.         |
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