

# Drawing Club

## Learning through play

***“Children are magic. They live in a world that overflows with exploration, connections, dreams and imagination. They are trying to share this world with us all the time, because they want to step through the door that leads their joy and join them”*** Greg Bottrill

At Newhall Infant and Nursery School, we have embarked on a journey to switch up our approach to early writing. Drawing Club is an approach designed by Greg Bottrill that immerses children into a world full of imagination. We at 'Newhall Infant and Nursery School' have fully embraced Drawing Club and can see the joy it brings to our children. It is through Drawing Club that we open up the magic world of tales and story to children whilst at the same time enriching their language skills, developing their fine motor and share a really special time with them. Drawing Club is a fantastic place to start a child's experience of school 'Literacy'.

**Drawing Club is based upon the 3M principle.**

**Making Conversation:** Talking confidently, using new vocabulary, listening, sharing ideas, having conversations, collaborating, respecting and helping one another.

**Mark Making:** Writing at the cusp of confidence, reading with interest, developing phonic knowledge, discovering the art of messaging, increasing fine motor control with purpose.

**Mathematics:** Drawing is full of mathematical opportunities- counting, comparing, adding, taking away, dividing, numeral writing and recognition – all the time building confidence through purpose.



Enter Story Dough, Scribble It, Drawing Club and Curious Quest



When you use Story dough with children, joy has to be at the heart of it – to delight in one another’s company. The key purpose behind Story Dough is all about strengthening muscles, imagination and connection. Be curious, wonder what they might be showing you, Story Dough embraces childhood’s fascinations and is there to help us see these. It needs to be open-ended, no cutters or predefined shapes, it is about creativity not mimicry.





Young children need to feel three things when they write and mark make: joy, purpose and magic. The Message Centre delivers all three of these in bucketloads. A simple rebrand of writing, messaging offers both children and adults a delight in what might otherwise be a struggle. When messaging takes off, the phrase 'reluctant writers' goes out the window! Children want to message – they love its simplicity and its warmth.

Scribble It is about a culture of adventure in co-play, adult and children marvelling together, exploring and playing in the World of Good Things. Scribble it shows children how scribbles can have magic properties as part of the joy of play and being together.

There are three components to Scribble it:

1, Invention

2, Magic Spells

3, Story

All three components are done in the buzz of co-play.

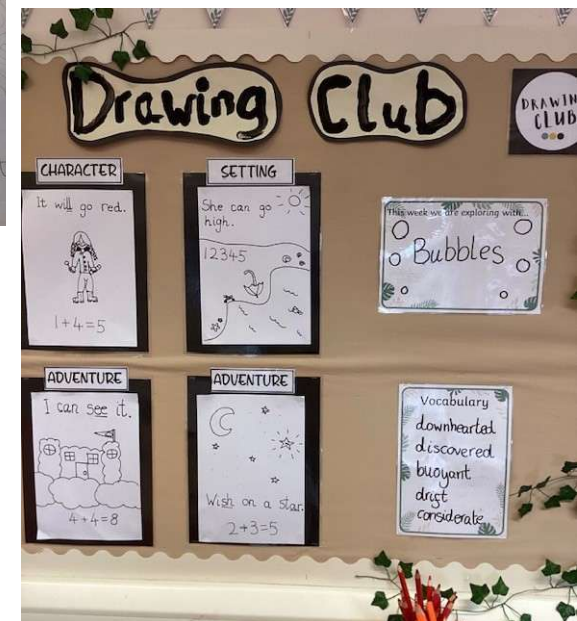
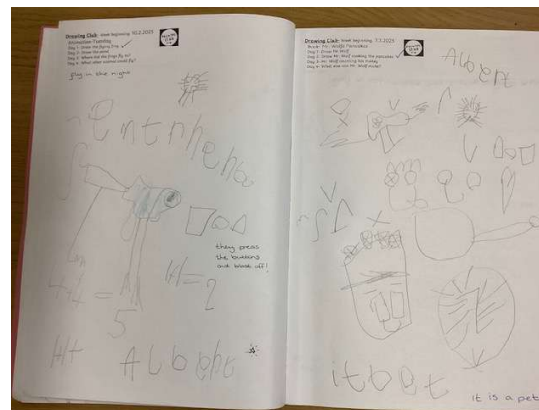
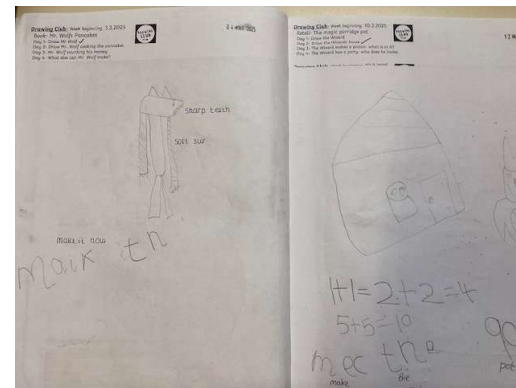
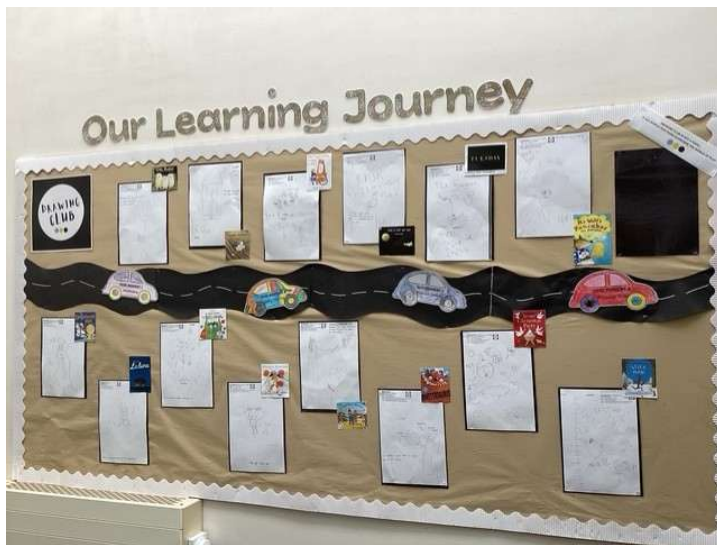




Drawing Club is a true adventure and perfect for Reception and Year 1. Based around the Golden Blend of picture books, tales and animations, it involves a short period of Time Together as a whole class followed by time with children exploring their ideas and creativity that can be adapted to how you believe is best.

Drawing Club puts the adults, the creative teacher, back at the centre of your teaching - no scheme, no syllabus, no set texts, but freedom to adventure with the concept and bring yourself and the world of story to life.

Drawing Club in Reception:





**The Message Centres  
in the Reception  
classrooms.**



## **The Next Chapter: The Curious Quests**



The Curious Quests is an immersive adventure into story, poetry, make-believe and giving children a childhood that brims with endless possibilities to invent, imagine and story dream.

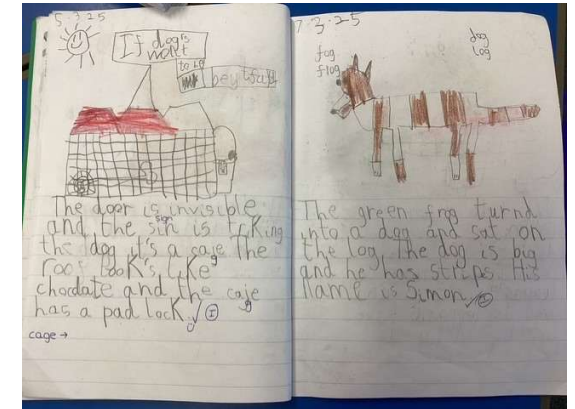
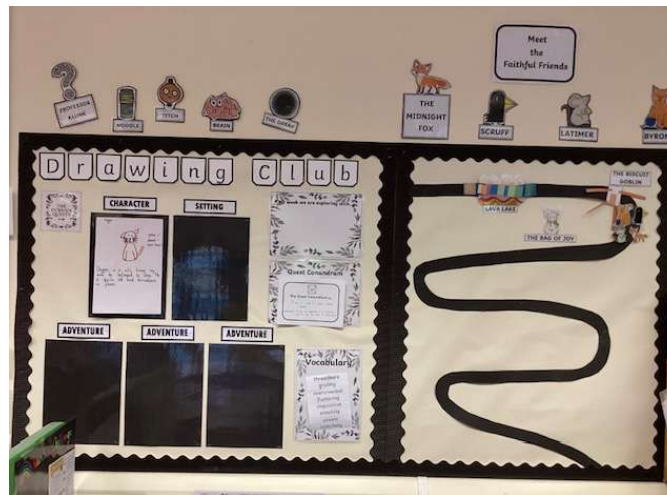
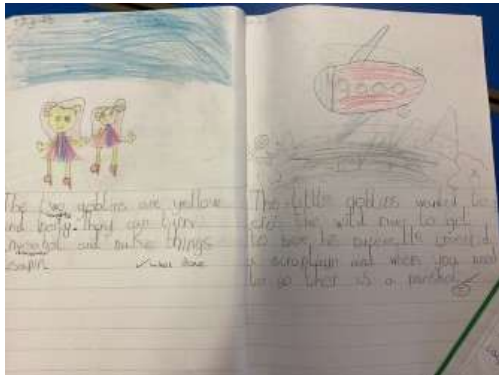
To go on the Curious Quests with your children you must have a full understanding of Drawing Club. The Curious Quests combines short carpet sessions, group work and children exploring open-ended resources such as junk modelling, construction, playdough, role play and if possible, being outside.

### **The Curious Quests:**

- Immerse children in the world of story and show them the joy of who you are
- Share a treasure trove of vocabulary with children to open up the playground of language to them
- Give yourself the opportunity to create a library of progress that can be astonishing
- Develop children's creativity and imagination to show them that they are extraordinary
- Give your children age-appropriate practice that is highly engaging and grounds children in the joy of book snuggling.

You will have abundant opportunities to show children the joy of SPAG and apply their phonic understanding too, though The Curious Quests does not tell you what to teach and when - that is down to you and your knowledge of your children and the curriculum. The Curious Quests, just like Drawing Club is more like an open-ended landscape to adventure in.

### Curious Quests in Year 1:





## **Curious Quests Year 2 Coming in September 2025!**

This follows on from where Year 1 ends, at the Bridge of Doom!!

- Introduce a new portal for the Year Ahead
- Invite the children to invent a way to get across the Bridge of Doom – this could be drawn, built, written about, acted out...
- Greet the three new Faithful Friends and give children the chance to swap FFs
- Tell the new Faithful Friends what happened in Year 1 – this gives us the chance to see if children can remember and retell the events of the Quest so far
- Equip the Faithful Friends for the next leg of the Curious Quests – this could immerse them in creating new weapons, abilities, gifts, special powers, diets, energy ratings
- Introduce what lies ahead on this leg of The Curious Quests – this can come through the portal via Professor Klunk. The children can be told that they must find the Bridge of Anubix (the final location on the Year 2 Quest) You could also give this over to the children to draw their own maps of what they think lie ahead
- Introduce the Portal Poem – this is the poem that the Faithful Friends need to know from now on to open the portal. The Portal Poem keeps what they send safe from The Greap. You can use an existing poem that you love or use this one (why not come up with actions together too):

“Glimmering, shimmering, portal bright  
Keep what we send out of sight  
Of The Greap and its mind  
So, Professor Klunk can find  
The codes, the books, the things we share  
Take them now, protect and care  
Be quick, be nimble, be quiet, be true,  
May the magic be with you.”

- Tell the children that The Greap has learned the power to transform into any baddie it wishes – this is a chance for children to invent their own version of The Greap and what it looks like.
- Remind the children that they will need codes to help the Faithful Friends (this could be an opportunity to revisit some words from Year as a revision) but also share with them that in this part of The Quests the children will need to know how to write instructions, recounts, poems, stories etc – we are setting the expectations.
- Send a message from Professor Klunk asking children how they are going to be for this next leg of The Quest – this is an opportunity to talk about the ‘learning behaviours’ that we are all going to need to help the FFs.

Let the adventure begin!

More information about Story Dough, Scribble it, Drawing Club and Curious Quests can be found through the following link...<https://www.canigoandplaynow.com/>