

# Story Dough and Drawing Club Workshop



Welcome to our workshop today.

Intent: At Three Bridges Primary School, we want every child to *engage* in *learning* the skills they need to write well. This will be *achieved* through the implementation of Story Dough, Drawing club and the WRITER sequence. We will *nurture* their *enjoyment* of writing and give them the support and tools to become *resilient*, confident writers.

# Writing the Three Bridges Way



At Three Bridges Primary School, we have some very talented, creative pupils who love to write.

From the very start of their learning journey at Three Bridges Primary School, mark making is promoted in a positive way. Children are encouraged and inspired to draw and write.



In today's workshop we will be finding out about ...



and



# Writing the Three Bridges Way



Here is the writing journey your child will go on

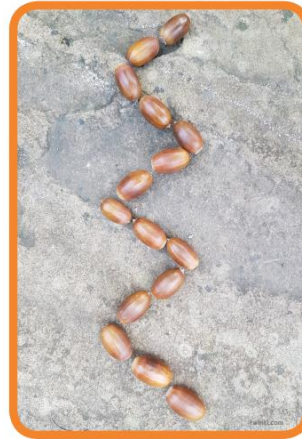
- Nursery and the start of EYFS - Story Dough
- EYFS and Year 1 - Drawing Club
- Summer of Year 1 to Year 6 - WRITER sequence



*Today you will be finding out about Story Dough and Drawing Club. If you would like to know more about the WRITER sequence there will be another parent workshop on Upper Site soon.*

# The beginning

At the beginning of their learning journey at Three Bridges Primary School, mark making is promoted positively in a variety of ways.



Support at home - to promote mark making here are a few ideas

- Big chinks outside
- Drawing shapes and letters in trays of rice/sand
- Make available a range of paint/pens
- Use natural materials



# Skills needed to write

To help children with their writing skills, in the beginning we focus on children's gross and then fine motor skills.



The great thing about Story Dough is it focuses on both gross and fine motor skills!





# Story Dough



Story Dough is taught from Nursery into the start of EYFS.

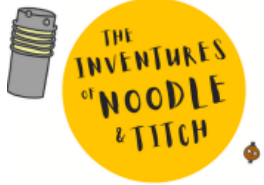
'Story Dough is an immersion into the magic world of story dreaming with small groups of children.' Carefully modelled by their teacher with an abundance of 'delicious vocabulary' children use play dough to:

- develop the gross and fine motor skills needed for writing
- create characters of their own
- tell stories of their own

The children value this special story telling time with their teacher. They are eager and excited to join in with Story Dough. As a final stage they create a magic button rehearsing their new writing skills.

# Story Dough

A story dough session lasts around 10 minutes and is broken down into the following 'mini moments'



## THE SIX MINI MOMENTS



	MINI MOMENT 1	MINI MOMENT 2	MINI MOMENT 3	MINI MOMENT 4	MINI MOMENT 5	MINI MOMENT 6
WHAT	GATHER TOGETHER AND WAKE UP THE PLAYDOUGH	WARM UP THE PLAYDOUGH	STORY DREAM: MAKE CHARACTER, CHAT AND MAGIC	STORY DREAM: MAKE INVENTION, CHAT AND MAGIC	MAKE THE GREAT BIG BUTTON OF ULTIMATE DOOM	SING GOODBYE TO THE PLAYDOUGH
HOW	CHOOSE THE RHYME TO WAKE UP THE PLAYDOUGH	CHOOSE THE WORDS TO SPRINKLE	CHOOSE YOUR CHARACTER AND THE CODE	CHOOSE YOUR INVENTION AND THE CODE	CHOOSE WHAT TO SAY TO MAKE THE BUTTON WORK	CHOOSE THE RHYME TO SAY GOODBYE TO THE PLAYDOUGH
TIME	1 MINUTE	1 MINUTE	3 MINUTES	3 MINUTES	1 MINUTE	1 MINUTE

Let's look at each mini moment in a bit more detail.

# Story Dough



Mini moment 1

## Gather together and wake up the dough

- 4 or 5 children gather around a table with the teacher - the children want to come to Story Dough!
- They wake up the dough by singing it a Story Dough wake up song - there are six different ones on your hand out.



PLAYDOUGH, PLAYDOUGH  
SITTING IN A TREE  
DREAMING OF MARMALADE  
ONE, TWO, THREE



POKE IT AND PROD IT  
SQUISH AND SQUEEZE  
THE SUN IS MADE OF HONEY  
THE MOON IS MADE OF CHEESE



SQUODGE IT AND SQUIDGE IT  
AND NOW IT'S TIME TO SAY  
"I WONDER WHAT STORY  
WE WILL INVENT TODAY?!"



# Story Dough



Mini moment 2

## Warm up the dough

- Each child is given their own large clump of dough
- For 1 minute everyone squidges! Plenty of pinching, squodging, pressing, folding, rolling, pushing and squeezing.
- The teacher sprinkles rich vocabulary which might include resistance, stretching, prod, indentation, flatten, muscular, manipulation, rubbery, elongated, clumping, strengthen, clod, handful, compressing, grasp, tearing, extending, lengthening - look at your handout for some more examples.

# Story Dough



Mini moment 3

## Story Dream - Make a character, chat and magic.

- The children create a character from a story they have shared as a class or for a story of their own.
- The teacher models with lots of talking aloud and sprinkling in wonderful vocabulary - look at your handouts for vocabulary examples.
- The character creation is led by each child's choices - it is a time together not a task to complete.
- The teacher will add extra magic to their character - when you touch his tummy he turns into a frog.
- The teacher explore further story dreaming - see example questions on your handout.

# Story Dough



Mini moment 4

## Story Dream - Make invention, chat and magic.

- The children now invent something for their character with a new clump of dough.
- They use skills like rolling, cutting and bending the dough.
- It is the child's choice what they create for their character and why.

There are some suggestions of possible inventions on your handout

LOCATIONS	VEHICLES	TOOLS	ALLIES
TRAP	BOAT	KEY	CAT
CAVE	PLANE	TORCH	DOG
RAINBOW	CAR	DRILL	BABIES
CLOUD	LORRY	MAP	UNICORN
HOUSE	BUS	SWORD	DRAGON
SHED	TRAIN	WAND	GROWN UP
SHAPE OF JOY	SKATEBOARD	BAG	BIRD
POND	HOVER BOARD	HAT	FAIRY
TREE	ROCKET	CLOAK	WIZARD
FLOWER	BICYCLE	SHOES	GOBLIN
LAIR	ROLLER SKATES	RING	INVISIBLE
SEA	SCOOTER	SHIELD	FRIEND
HOLE	TRACTOR	FOOD	YOU
MOUNTAIN	WINGS	BED	THEM
			SNAKE

# Story Dough



The code - Mini moment 4 cont.

As an extra part to mini moment 4. the children are encouraged to create a code on a post it. The code can be a mark make of their choice - a button, letter, number, shape, etc.

When the children press the code something happens to their character or invention.

*Suggested powers*

INVISIBLE  
FLIGHT  
SHRINK  
GROW  
TRANSFORM  
STRENGTH  
SPEED  
SIGHT  
MOVEMENT  
SPEECH  
HEARING  
COURAGE  
SPELLS  
DIET  
SAFETY  
FUNCTION

# Story Dough



Mini moment 5

## Make the Great Big Button of Ultimate Doom

- The children are given a final clump of dough to make the 'Great Big Button of Ultimate Doom'
- Everyone presses their buttons together
- All the playdough is pushed back into the centre of the table.



# Story Dough



Mini moment 6

Sing the goodbye song together

Everyone sings the goodbye song together



PLAYDOUGH, PLAYDOUGH  
SITTING IN A TREE  
DREAMING OF MARMALADE  
ONE, TWO, THREE



POKE IT AND PROD IT  
SQUISH AND SQUEEZE  
THE SUN IS MADE OF HONEY  
THE MOON IS MADE OF CHEESE



SQUODGE IT AND SQUIDGE IT  
AND NOW IT'S TIME TO SAY  
"CAN WE COME ANOTHER DAY  
SO THAT WE CAN PLAY?!"

Story Dough is taught at the beginning of EYFS and helps ease the children's writing transition from Nursery.

# Drawing Club



In EYFS, children start Drawing Club.

Drawing club is a fun club and is not to be seen as 'work'. It is time for the children to spend with their teacher and friends, a time to share and be creative. It promotes a love of books and story telling.



Drawing club is not about being good at drawing!



# Drawing Club

Drawing Club is split into two simple steps

## Step 1

10 minute whole class input

- Get up stand up vocabulary with actions
- Sharing the story (Monday and Tuesday)
- Modelling drawing and the 3Ms (making conversation, mark making and mathematics)

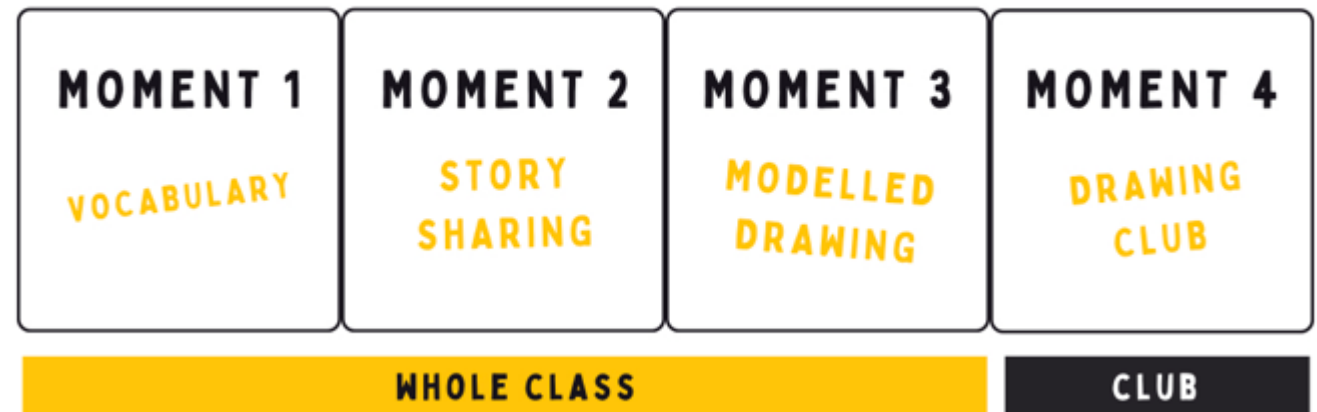
## Step 2

Drawing club

- Groups of 6
- Exploring story through drawing
- 3Ms
- Taking stories on an adventure



### THE 4 MINI MOMENTS



# Drawing Club

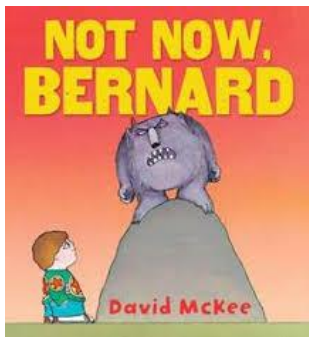


## Mini moment 1 - Vocabulary

Every Drawing Club starts with sharing rich vocabulary - this does not need to be words from the actual text, it can just be words associated with the story/characters/setting.

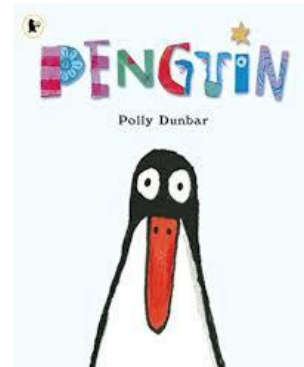
Here are some examples of vocabulary taught for some children's favourite books.

### Not now Bernard



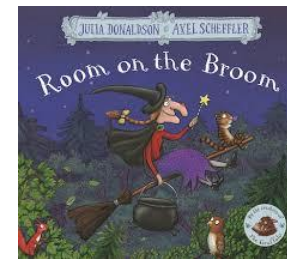
DISGUSTING  
DELICIOUS  
SPOOKY  
ESCAPE  
CACKLE  
SLIMY  
SURPRISE  
COURAGE

### Penguin



COMMUNICATE  
SWALLOW  
ADORE  
COMPANION  
NIBBLE  
SILENT  
RESCUE  
EMBRACE

### Room on the Broom



WHOOSH  
SPLAT  
SCALY  
HORRIBLE  
PASSENGER  
ADDITION  
FIERY  
SWOOP

# Drawing Club



## Mini Moment 2 - Storytelling

On the first 2 days of Drawing Club the teacher shares the story. This is an opportunity for the teacher to add life to the story with expression and voices. They also share pictures from the story with the class.



# Drawing Club

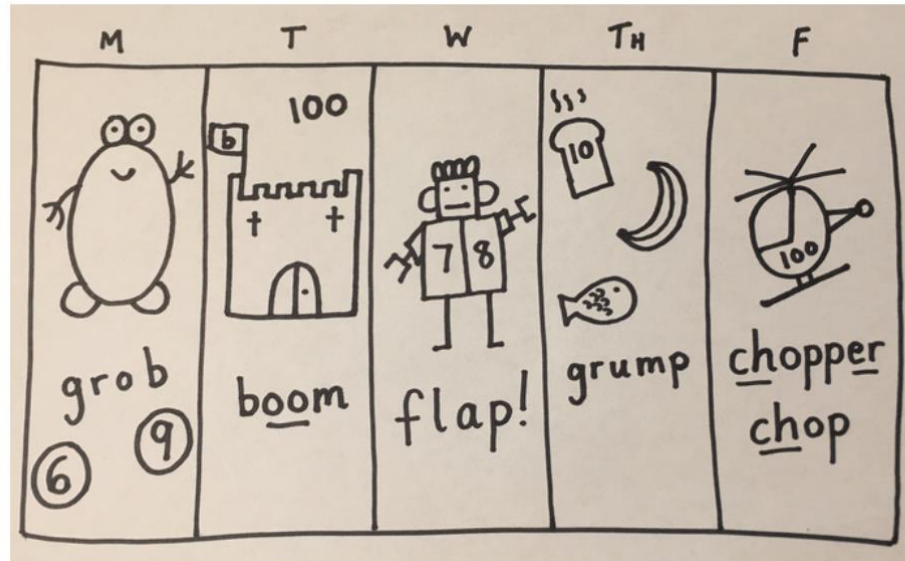


## Mini Moment 3 - Drawing

The teacher now models how to draw a character, setting or 'something else' inspired by the story. This depends on what day of the week it is.

While drawing the picture the teacher talks aloud using a wide range of rich creative vocabulary.

### THE TRAPDOOR



# Drawing Club



## Mini Moment 3 - Drawing cont.

Once their picture is complete, the teacher will then add 'secret codes' to their picture. The code depends on the ability of the children.

TYPE OF WRITING	SCRIBBLING AND EMERGENT	LETTERS	WORD BUILDING	PHRASES	A SENTENCE (MAY HAVE PUNCTUATION ETC)	TWO SENTENCES OR CONNECTIVES	THE WIDER WORLD - TEXT TYPES
	PRE-'WRITING'	SINGLE LETTERS AND/OR SOUNDS	SINGLE CVC WORDS OR A LIST AND 'TRICKY' WORDS	TRUNCATED SENTENCES	A SHORT SENTENCE	A MORE COMPLEX SENTENCE STRING	INSTRUCTIONS POEM STORY
EXAMPLES		c a j k oo igh oa	Pig frog clamp The no they	A red dog Tap the box	I went to the shop.	I went to the shop. I got an apple. I went to the shop, and I got an apple.	Begin to explore 'text types'

The first secret code is letter based. The second secret code is number based

Like in Story Dough, when you press the secret codes on the page 'something happens'

Mini moment 3 ends with - 'I can't wait to see you in drawing club!'

# Drawing Club



## Mini Moment 4 - Children's turn

This is when a group of children up to 6 join the teacher for Drawing Club. The children draw their own pictures and add their secret codes. Here are some questions the teacher might ask:

### CHARACTER

Why is your monster a monster?

Why does your (character) want the code?

What story does your (character) have to tell? (This could be a portal to story dreaming)

Why are they alone?

Why do you think it has (a feature they have drawn)?

### SETTING/LOCATION

Why does your (character) live there?

Why doesn't it live somewhere else?

Why does it have (a feature they have drawn)?



# Drawing Club



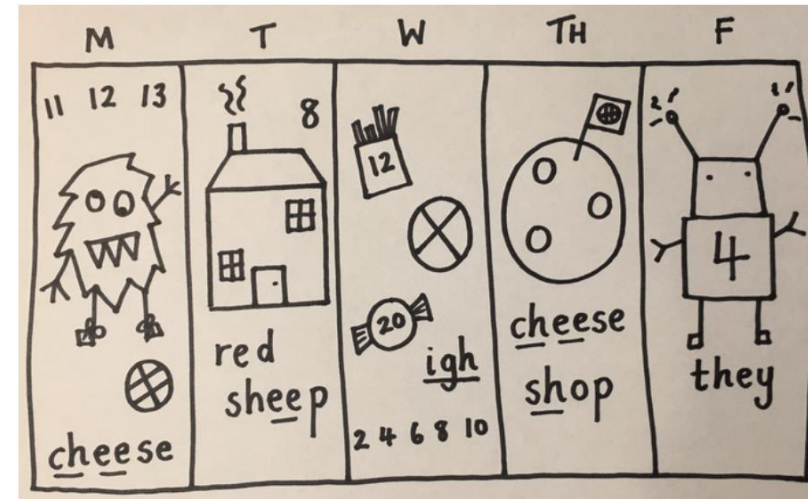
## Example

Here is an example of what a week of Drawing Club might look like for your child.

### THE ADVENTURE OF BOOKS NOT NOW BERNARD BY DAVID MCKEE

GET-UP-STAND-UP VOCABULARY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
EVERY DAY:	ADULT INPUT + DRAWING CLUB				
<b>GOBBLE</b>	CHARACTER	SETTING	ADVENTURE TIME – I WONDER...?		
<b>DESTROY</b>	A MONSTER TO EAT MUM AND DAD	BERNARD'S HOUSE	WHAT WILL THE MONSTER EAT TO TAKE AWAY THE TASTE OF BERNARD?	WHERE DID THE MONSTER COME FROM?	HOW CAN MUM AND DAD GET THE MONSTER OUT OF THE HOUSE?
<b>IGNORE</b>					
<b>FIERCESOME</b>					
<b>CHOMP</b>					
<b>LEAKING</b>					
<b>SPLATTER</b>					
<b>ASTONISHED</b>					

NOT NOW BERNARD BY DAVID MCKEE



I hope you have found today informative and you have a better idea of how we promote teach writing to your children.



Any questions?

You are now welcome to visit your child's class.

EYFS - they will be teaching a Drawing Club session for you to see it in action

Year 1 - they will have their Drawing Club books and stories out ready to share with you.

Enjoy.

