

Curriculum Opportunities Overview



There are Five Keys to the Warhammer hobby, and each of them offers educational and developmental benefits which can be tied directly into curriculum elements.



COMMUNITY



COLLECT



BUILD



PAINT



PLAY



READ

COLLECT



WELLBEING

- Identifying and taking pride in their successes
- The importance of a healthy, appropriate hobby or interest, shared with an appropriate peer group
- Promotes relaxation and stress management
- Builds social/ conversational skills and confidence by allowing them to be an “expert” in a topic

LIFE SKILLS (+PLANNING)

- Forward planning, decision-making, critical thinking, prioritisation, organisation
- Financial responsibility, budgeting

MATHEMATICS

- Models – counting, sorting, budgeting
- Army list planning - counting, calculations, simple algebra

ART

- Design – planning forces and colour schemes, customisation, creativity, imagination
- Use of colour and colour theory

LITERACY

- Builds a desire for knowledge, encourages independent learning and research
- Researching factions, models and units.
- Reading & comprehending the rules



BUILD



WELLBEING

- Identifying and taking pride in their successes
- The importance of a healthy, appropriate hobby or interest, shared with an appropriate peer group

PHYSICAL DEVELOPMENTS

- Fine motor skills

STEM

- Understanding pictorial instructions and diagrams

ART

- Design – planning builds, customisation, creativity
- Working with different materials

DESIGN & TECHNOLOGY

- Safe use of tools – model cutters, glue, etc.
- Selecting appropriate tools & techniques
- Building from a kit

LITERACY

- Understanding written instructions and guidance
- Researching their model or unit to gain contextual understanding of what they are building.



PAINT



WELLBEING

- Identifying and taking pride in their successes
- The importance of a healthy, appropriate hobby or interest, shared with an appropriate peer group

PHYSICAL DEVELOPMENTS

- Fine motor skills

STEM

- Understanding pictorial instructions and painting guides

ART

- Working with different materials - Acrylic Paints
- Design
- Learning about prominent artists
- Use of colour and colour theory

DESIGN & TECHNOLOGY

- Safe use of tools – Acrylic
- Selecting appropriate tools & techniques
- Proper tool use – cleaning, care, and safe storage

LITERACY

- Understanding written instructions and guidance
- Researching their model or unit to gain contextual understanding of what they are painting.



PLAY



WELLBEING

- Identifying and taking pride in their successes

WELLBEING (PLANNING)

- The importance of a healthy, appropriate hobby or interest, shared with an appropriate peer group

DESIGN & TECHNOLOGY

- Safe use of tools – tape measures
- Measuring distances

LIFE SKILLS (PLANNING)

- Forward planning, strategy, concentration, decision-making, critical thinking, prioritisation

LIFE SKILLS (COMMUNICATION)

- Honesty, conflict resolution, communication skills, turn-taking, being considerate

PSHE

- Learning to interact with peers appropriately

MATHEMATICS

- Comparing numbers
- Probabilities
- Simple algebra
- Calculations

LITERACY

- Reading & comprehending the rules
- 'Scan' reading and referencing rules
- Researching their collection to gain contextual understanding of what they are playing with



READ



WELLBEING

- Identifying and taking pride in their successes

WELLBEING (PREVENT)

- The importance of a healthy, appropriate hobby or interest, shared with an appropriate peer group

PSHE

- Learning to interact with peers appropriately

LITERACY (WRITING)

- Battle Reports, Blog articles, narratives, campaigns, backstory

LITERACY (READING FOR PURPOSE)

- Text and critical analysis of Black Library novels
- Reading & comprehending the rules
- 'Scan' reading and referencing rules

LITERACY (READING FOR PLEASURE)

- Broad range of engaging material, allowing for self-selection and encouraging independent reading
- Fiction: White Dwarf magazine, Black Library novels and short stories, comics
- Non-fiction: White Dwarf magazine, online articles

ART

- Studying and emulating illustrations and illustrators



COMMUNITY



WELLBEING

- Identifying and taking pride in their successes
- The importance of a healthy, appropriate hobby or interest, shared with an appropriate peer group
- Age-appropriate events enable young people to meet others with a shared interest and develop friendships

LIFE SKILLS (PLANNING)

- Building self confidence and friendships, organising games

IT

- Digital design
- Digital game design
- Online & digital artists

LIFE SKILLS (COMMUNICATION)

- Honesty, conflict resolution, communication skills, turn-taking, being considerate

PSHE

- Learning to interact with peers appropriately

CAREERS

- Games Workshop is a vertically integrated global company

ART

- Studying and emulating illustrations and illustrators
- Painting events & exhibitions

