

# Warhammer Alliance Curriculum Links



Welcome to the Warhammer Alliance Curriculum Links guide. This document has been informed by teachers and education support bodies, and was created for Warhammer Alliance club leaders globally. It shows the links between different aspects of the Warhammer hobby and aspects of the 11-18 years curriculum taught in education settings around the world.

Warhammer can offer huge benefits to a young person's development, aiding them with imagination, creativity, mathematics, critical thinking, artistic skills, social skills, and literacy. It builds skills for life, encourages independent reading, and helps to promote self-directed learning. This guide can help you to identify those benefits and how they connect to elements of your organisation or country's curriculum goals.

There are five Keys to the Warhammer hobby – Collect, Build, Paint, Play, and Read – and each of them offers educational and developmental benefits which can be tied directly into curriculum elements. Warhammer is a very social hobby, so we have also included a section about community, as we know how important the development of social skills can be in helping young people to thrive.



**Collect**



**Build**



**Paint**



**Play**



**Read**



**Community**

Feel free to print this document to use in conversations with managers and parents about the benefits that running Warhammer Alliance activities can have on young people's development.



# Collect



## Wellbeing

- Identifying and taking pride in their successes
- 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

## Wellbeing and Preventing Radicalisation

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

## Literacy

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

## Life Skills

- Creativity
- Strategic thinking
- Perseverance
- Responsibility
- Categorising, systemising
- Autonomy, self organisation, self-motivation, self-confidence, self-efficacy, healthy self-criticism

## Art

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

## Mathematics

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



# Build



## Wellbeing

- Identifying and taking pride in their successes
- Self-efficacy

## Wellbeing and Preventing Radicalisation

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

## Life Skills

- Confidence
- Perseverance
- Learning from setbacks
- Responsibility
- Categorising, systemising
- Autonomy, self organisation, self-motivation, self-confidence, self-efficacy, healthy self-criticism

## STEM

- Understanding pictorial instructions and diagrams

## Literacy

- Understanding written instructions and guidance
- Researching models or units to gain contextual understanding of what they are building

## Art

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

## Physical Development

- Fine motor skills
- Advanced hand-eye coordination

## Design & Technology

- Safe use of tools – model cutters, glue, etc.
- Selecting appropriate tools and techniques
- Building from a kit
- Spatial visualisation ability
- Knowledge of materials, properties, and manufacturing processes



# Paint



## Wellbeing

- Identifying and taking pride in their successes
- Self-efficacy

## STEM

- Understanding pictorial instructions and guides

## Wellbeing and Preventing Radicalisation

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

## Literacy

- Understanding written instructions and guidance
- Researching models or units to gain contextual understanding of what they are building

## Life Skills

- Confidence
- Perseverance
- Learning from setbacks
- Responsibility
- Categorising, systemising
- Autonomy, self organisation, self-motivation, self-confidence, self-efficacy, healthy self-criticism

## Art

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

## Life Skills (Planning)

- Forward planning, concentration
- Assessing and taking risks

## Physical Development

- Fine motor skills
- Advanced hand-eye coordination

## Life Skills (Communication)

- Openness to feedback
- Ability to give and take advice

## Design and Technology

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



# Play



## Wellbeing

- Identifying and taking pride in their successes
- Self-efficacy

## Wellbeing and Preventing Radicalisation

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

## Life Skills

- Creativity
- Confidence
- Perseverance
- Learning from setbacks
- Analytical thinking, logic
- Creative problem solving
- Categorising, systemising
- Autonomy, self organisation, self-motivation, self-confidence, self-efficacy, healthy self-criticism
- Situational awareness
- Focus, concentration

## Life Skills (Communication)

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

## Life Skills (Planning)

- Forward planning, strategy, concentration, decision-making, critical thinking, prioritisation
- Learning from setbacks
- Assessing and taking risks
- Computational Thinking

## Physical Development

- Fine motor skills

## Literacy

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

## Mathematics

- Comparing numbers
- Probabilities
- Simple algebra
- Calculations

## Design and Technology

- Safe use of tools – tape measures
- Measuring distances
- Spatial visualisation ability

## Personal, Social, and Health Education

- Learning to interact with peers appropriately



# Read



## Wellbeing

- Identifying and taking pride in their successes

## Wellbeing and Preventing Radicalisation

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

## Personal, Social, and Health Education

- Creativity
- Confidence
- Perseverance
- Focus, concentration

## Art

- Studying and emulating illustrations and illustrators

## Literacy (Writing)

- Writing their own battle reports, blog articles, narratives, campaigns, backstory
- Vocabulary, expression, grammar, spelling

## 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
- Empathy, openness to different perspectives and motivations, openness to ambiguity, self-reflection

## Literacy (Reading for Purpose)

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



# Community



## Wellbeing

- Identifying and taking pride in their successes
- Meeting others with shared interests and developing friendships
- Building self-confidence

## Life Skills (Communication)

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

## Life Skills (Planning)

- Organising games, planning for attending events, planning for running events

## Wellbeing and Preventing Radicalisation

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

## Art

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

## Personal, Social, and Health Education

- Learning to interact with peers appropriately

## IT

- Digital design
- Digital game design
- Digital art

## Careers

- Games Workshop is a vertically integrated global company