

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 12-18 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

Literacy

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

Wellbeing and Preventing Radicalisation

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

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

Life Skills (Planning)

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

Wellbeing and Preventing Radicalisation

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

Physical Development

- Fine motor skills

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

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

Personal, Social, and Health Education

- Learning to interact with peers appropriately

Life Skills (Communication)

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

Design and Technology

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



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

Personal, Social, and Health Education

- Learning to interact with peers appropriately

Art

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

IT

- Digital design
- Digital game design
- Digital art

Careers

- Games Workshop is a vertically integrated global company