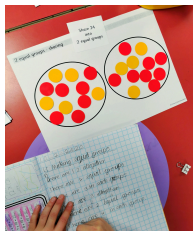
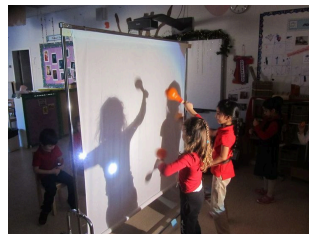


Peace and Conflict	Conflict is a natural part of life, but how we respond to it shapes ourselves, our relationships and the world.				
Context title:	Should we always avoid arguments? Should we say what we think, even if others disagree? Should being fair matter more than staying friends? Should we always agree to keep the peace?				
H&WB 	LLC 	Humanities 	M&N 	Sci&Tech 	Expressive Arts 
Why am I learning this?					
To help me to: Stay in situations where I disagree Begin to manage strong emotions with increasing independence Take part in supported conflict resolution Begin to recognise I have choices in how I respond. Understand responses affect others and relationships. Form and maintain positive relationships. Manage risk and embrace challenge.	To help me to: use talk to explore ideas, justify my thinking and respond to others. Explore characters who disagree and consider different responses Engage in simple partner and group talk where I must listen and respond Begin to explain why I think something is fair or unfair justifying and respond to others' ideas engage in disagreement without conflict escalating develop confidence without overpowering others,	To help me to: Explore perspective, fairness and responsibility in social contexts. Understand that people make different choices in conflict. Actions affect others There are multiple perspectives.	To help me to: Explore fairness in increasingly thoughtful ways. Recognise that fairness is not always the same. Understand decisions can have different outcomes. Reflect on whether fairness or relationships matter more. Develop reasoning and problem-solving Evaluate different solutions	To help me to: Apply scientific thinking to human behaviour, recognise cause and consequence more explicitly. Understand actions influence outcomes Understand that conflict can escalate or be resolved depending on choices. Explain cause and consequence	To help me to: Rehearse and explore conflict without real consequences. Experiment with responses Develop empathy Reflect on outcomes reflecting on and adapting responses

My learning experiences					
Observing ‘Castle Team Challenges’. Use real-life scenarios to discuss conflict/resolution. Feelings before, during and after conflict. Explore Disagreements and Different Solutions. How Do Our Actions Affect Others? What choices do we have when things go wrong? What makes a kingdom peaceful? Create a "Make Things Right" Charter.	Guided Discussions and Debates Exploring Different Perspectives: Video Diary, Hotseating Describe characters, their feelings and their actions Writing to Solve Problems: Write for real purposes: letters, messages, postcards, apologies, peace agreements Persuasive Communication Create: -persuasive posters -campaign messages -speeches Create a “Peaceful Kingdom” Class Book	Explore different reasons why conflicts happen Peaceful and Unpeaceful Communities: Compare two kingdoms: one peaceful, one unsafe Sort and discuss fair and unfair rules in a kingdom and explain reasons for decisions Class debate-e.g. “Should everyone follow the same rules?” Create a timeline or sequence of events in a conflict showing what caused the problem and what happened next Investigate how problems can be solved differently and compare outcomes (fighting vs peaceful solutions) Use maps or layouts of a kingdom to identify safe and unsafe areas Explore castles and conflict in Wales	Fair or Equal? Investigate situations where resources cannot be shared equally. Solve sharing and grouping problems with multiple possible solutions. Fairness Investigations: Present real-life and story-based scenarios where choices affect others differently. Collecting and Interpreting Opinions: Gather class data linked to enquiry questions. Mapping the Kingdom: Use positional language, routes and simple maps of castles and kingdoms. Reasoning About Fairness: Explore open-ended problems with more than one possible answer	What Happens If...? Explore cause and consequence through practical investigations. Create simple consequence chains: Choice → Action → Outcome Explore how light and darkness affect how safe a place feels E and investigate ways to make environments safer Explore how technology helps people stay safe, e.g. alarms, lighting, communication tools Use simple coding or instructions to guide a character safely from one place to another Guide a character safely from one place to another. Design a Safer Kingdom Identify problems within a castle or kingdom and design solutions.	Exploring Conflict Through Drama Replaying and Changing Stories Puppets and Small World Play Freeze Frames and Storytelling Learners create representations of: -fairness -friendship -conflict -Peace Use music and movement to: -represent emotions -explore conflict and resolution -communicate mood and atmosphere -reflect on changes from tension to peace Design and create artwork showing a peaceful place and an unsafe place Explore colour and texture to represent emotions (e.g. red for anger, blue for calm)
Suggested stories: The Knight and the Dragon Dilwyn the Welsh Dragon Petes Dragon How to Train your Dragon The White and Red Dragon (Traditional Welsh Tale) The Princess and the Wizard Once upon a Time Sleeping Beauty The Princess and the Pea Rapunzel	Suggested Launch: The Dragon Dispute Children arrive to discover: A dragon footprint trail, A broken castle tower, A letter from a dragon, A letter from a knight Both letters tell a different story. The Dragon says: The knights were unfair. The Knights say: The dragon caused trouble. Who is right? Can both be right? How can we find out? Suggested Landing: Save the kingdom Challenge Pupil voice opportunities: Educational visit: Caerphilly Castle/Castle Coch				

