

## **Dungeons and Dragons social**

### Progression plan

Skills developed through club:

- Creativity- D&D encourages players to think outside the box when solving problems, creating characters, and devising strategies.
- Critical Thinking- Players must analyse situations, consider various options, and make decisions that have consequences.
- Communication- D&D requires players to communicate effectively with each other to collaborate. This includes active listening, expressing ideas clearly, and negotiating with others.
- Teamwork- D&D campaigns rely on teamwork and cooperation among players. They must learn to work together, leverage each other's strengths, and support one another to overcome obstacles and achieve their goals.
- Problem-Solving- D&D presents players with puzzles, challenges, and conflicts that require creative problem-solving skills. Players must use logic, deduction, and lateral thinking to overcome obstacles.
- Decision Making- D&D often requires players to make decisions under pressure, weighing the risks and benefits of different options.
- Emotional Intelligence- Roleplaying in D&D allows players to explore different emotions and perspectives through their characters. This can help develop empathy, self-awareness, and the ability to understand and relate to others' feelings and motivations.
- Mathematics- D&D involves basic arithmetic for tasks such as calculating damage, determining success on dice rolls, and managing resources.

Students will be provided with an environment designed to engage in the game. Quiet, fantasy music will be played to help soothe students and provide extra engagement for pupils. Students will be encouraged to all work around one large table – this encourages students to work together and talk, in order to build friendships and develop their communication skills. The social is open to pupils from year 7 to year 11, which enables pupils from a variety of classes and age groups to mix and form friendships.

Termly plan	
Autumn	<p>Skill Focus: Creativity, Critical Thinking, Communication, Decision Making, Teamwork, Problem-Solving, Emotional Intelligence</p> <p>Introduction to characters, basic combat, and roleplaying. Pupils reach level 2 by the end.</p> <p>Pupils undertake their first quest, exploring a nearby dungeon or wilderness area. They gain experience and possibly uncover a small mystery.</p> <p>Pupils encounter their first major challenge, such as a mini-boss or hostile faction. They gain level 3 and choose their subclass.</p> <p>Pupils delve deeper into the main questline, facing tougher challenges and learning new abilities. They gain level 4.</p> <p>Introduce a moral dilemma or conflict that tests the pupils' resolve. They must make decisions that shape the story and their characters' development.</p> <p>Pupils confront a significant antagonist or obstacle, gaining valuable experience.</p>
Spring	<p>Skill Focus: Critical Thinking, Decision Making, Communication, Teamwork,</p> <p>Pupils start a new challenge, perhaps involving political intrigue, exploration, or uncovering ancient lore. They reach level 5.</p> <p>The pupils face a series of escalating threats, culminating in a climactic encounter. They gain level 6.</p> <p>Pupils' characters confront a personal nemesis or challenge related to their backstory. They gain level 7.</p> <p>The pupils investigate a mysterious phenomenon or artefact, leading them to new locations and dangers. They gain level 8</p> <p>Pupils face off against a powerful foe or entity that threatens the region. They must use all their skills and resources to emerge victorious.</p> <p>The pupils uncover the first hints of a larger threat looming over the world, setting the stage for the next term.</p>

Summer	<p>Skill Focus: Creativity, Critical Thinking, Communication, Decision Making, Teamwork, Problem-Solving, Emotional Intelligence</p> <p>Pupils are drawn into a conflict that spans multiple regions or planes of existence. They reach level 9.</p> <p>The pupils face off against the agents of the overarching villain, thwarting their plans and gathering allies. They gain level 10.</p> <p>The pupils confront a major lieutenant of the main villain, possibly in a climactic battle that tests their abilities to the limit. They reach level 11.</p> <p>Pupils gather the final pieces of the puzzle, discovering the location of the main villain's lair. They gain level 12.</p> <p>The pupils infiltrate the villain's stronghold, facing traps, guardians, and moral dilemmas along the way.</p> <p>The pupils confront the main villain in an epic battle for the world they have created. They must utilise everything they've learned and earned throughout their term to win.</p>
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