

# Compassion and Conflict

Spring 2026

## Why Am I Learning This?

We are learning about 'Compassion and Conflict' as it helps us learn about World War II and its impact on lives in Wales and beyond, while drawing connections to modern-day conflicts and what society has learned from history. We will be examining themes of kindness, courage and survival and focussing on the importance of compassion in times of adversity. We will be understanding how people can have different viewpoints and how we can show empathy and resilience. We will be learning about how global events shape communities and values.



## Key Questions

- What was the longest war in history?
- Who started World War 2
- What was it like to be a child in the war?
- Where in Swansea was bombed?
- Who stopped WW2?
- Was Swansea a safe or dangerous place in WW2?
- Why do people have wars?
- Why do some people leave their homes during wars?
- Who in history has helped others in times of war?

## Learning Journey

**Humanities** - mapwork, war time, refugees.

History of World War 2, causes and consequences. 3 night blitz in Swansea. A child's experience of war. famous peacekeepers, helpers.

**Skills:** chronology, mapwork, cause and effect, research.

**Science** - light and sound. Shadows, soundproofing. DT - felt characters

**Skills:** investigation, accurate measurements, recording and interpreting data. design skills.

**Creative** - tone, Will Evans. Drama workshop. Charanga. Creating a Blitz soundscape.

**Skills:** groupwork, drawing skills considering audience

**Health and wellbeing** - friendships, conflict resolution. safety, healthy eating, circuits

**Skills:** compassion, empathy, decision-making

## Literacy, Numeracy, DCF

**Literacy** - Information writing

**Novel** - Mohinder's war by Bali Rai.

**Numeracy** - Mental maths, TT Rockstars, 5 and 6 digit place value, prime numbers and factors, rounding, continued revision of the four operations and inverse operation, fractions, decimals, polygons and triangles, measures and converting units, graphwork

**DCF** - coding/code breaking, internet safety, digital identity, spreadsheets, multimedia and shortcuts.