



Games – aging population

Topic Overview

The idea of this topic is for pupils to make connections with the older generation through playing games. How have games evolved through time? Are there similarities between games from the past and games today?

How it teaches 'Community'

- How can I support the older generations?

How it teaches 'Identity'

- What type of person do I want to be as I grow up and get older?
- Have older relatives made me believe what I do?

How it teaches 'Connections'

- How can I connect with older relatives and the people around me?

Project Finale

Pupils will create a game that will connect with a family – that can be played and enjoyed by all.

Children will invite older relatives into school for an afternoon of games, tea and biscuits

Literacy links

- Pupils will write letters of invitation for older relatives inviting them to a games afternoon

Numeracy links

- Pupils will need to price and allocate tea, coffee and snacks for the afternoon

Other subject links

- Art and design, science: life cycle and aging.