

Caldecote Primary School Curriculum Big Ideas

Peace and Freedom



Understanding conflict, cooperation and justice, and how people work together to build peaceful communities.

Curriculum content

This big idea invites children to explore the causes and consequences of conflict, injustice and inequality, and to understand how cooperation, fairness and respect help create peaceful communities. They learn that conflict can occur at many levels, from disagreements between individuals to national and global events, and explore how people work together to resolve differences and bring about positive change.

Through a range of subject lenses, children examine how rights, freedoms and responsibilities shape the lives of individuals and societies. They explore how prejudice, discrimination and inequality can affect people's lives, alongside the ways individuals and communities have worked to promote peace, justice and reconciliation.

Through this big idea, children develop empathy, resilience and an appreciation of different perspectives. They are encouraged to become responsible citizens who can manage conflict constructively, stand up for fairness and contribute positively to their school, community and the wider world.

This Big Idea is supported through a wide range of leadership, citizenship and personal development opportunities, including:

- School Council and Eco Council
- Rights Respecting School Ambassadors
- Playtime Ambassadors and Peer Mediators
- UKS2 Leadership Roles
- Year 6/Reception Buddy Programme
- Young Parliamentarian Activities
- Broadening Horizons and My Community, My Behaviour, My Safety Assemblies
- Character Education Programme
- Voting and democratic participation activities
- Debate and public speaking opportunities
- Collaborative House Competitions
- Community cohesion and inclusion events
- Black History Month celebrations
- Anti-Bullying Week
- Safer Internet Day
- Children's Mental Health Week
- Remembrance activities
- Fundraising and charitable projects
- Therapeutic Thinking Approach to behaviour