

# Library Activities - Dungeons & Dragons – Key CfE Outcomes

## HEALTH & WELLBEING ACROSS LEARNING

### Mental & Emotional Wellbeing

Developing friendships with people they might not otherwise have had.

I know that friendship, caring, sharing, fairness, equality and love are important in building positive relationships. As I develop and value relationships, I care and show respect for myself and others.  
HWB 3-05a 4-05a

Learning to deal with frustration—  
D&D can be very frustrating at times  
Learning not to give up if it gets challenging  
Overcoming failure

I am learning skills and strategies which will support me in challenging times, particularly in relation to change and loss.  
HWB 3-07a 4-07a

### Social Wellbeing

Contributing by running a game as a DM (Dungeon Master).  
Recognising when others need help.

I recognise that each individual has a unique blend of abilities and needs. I contribute to making my school community one which values individuals equally and is a welcoming place for all.  
HWB 3-10a

### Relationships

Group work  
Taking turns  
Not fiddling with other's dice / equipment

I recognise that power can exist within relationships and can be used positively as well as negatively.  
HWB 3-45a

I am aware of the need to respect personal space and boundaries and can recognise and respond appropriately to verbal and non-verbal communication.  
HWB 3-45b

*Meeting and developing in-character friendships with NPCs (non-player characters) and PCs (Player characters)*

*Sharing out treasure fairly within the adventuring group*

*Dealing with in-game setbacks—eg. get trapped in a room (failure) and finding a way to overcome it*

*Death of a character (one can get quite attached to them)*

*Each PC will have different characteristics and abilities which the players draw upon. They will develop character backgrounds, personality traits, ideals, bonds, and flaws which can be used in-game. Often players will create a character that is some reflection of themselves.*