

# Pyjama Drama and Curriculum for Excellence (Scotland, age 3 – 18)



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## THE FOUR CAPACITIES

At the centre of Curriculum for Excellence are four fundamental capacities. These capacities reflect and recognise the lifelong nature of education and learning. The four capacities are aimed at helping children and young people to become:

**Successful learners**

**Confident individuals**

**Responsible citizens**

**Effective contributors**

Pyjama Drama adventures are games that take place in imaginary worlds. Each adventure is topic-based and in each adventure, children imagine, pretend, and play, contributing to the **four capacities** as follows:

## SUCCESSFUL LEARNERS

Within the framework of each adventure, children explore both real and imagined worlds where curiosity about themselves, others, and the world, is actively encouraged. Children take on a range of roles and walk in the shoes of different characters, practising being bold, brave, and questioning. In the fun, safe, and supportive environment of the adventure there are no limits - children can *be* anyone and *do* anything!

## CONFIDENT INDIVIDUALS

Our approach to play nurtures confident individuals and at the heart of our approach is kindness and mutual respect. When we play, children are required to follow rules, take turns, share ideas, and listen and respond to each other's ideas. Our games have no winners or losers; when children play the Pyjama Drama way, they objective isn't to 'win', rather that each child gets involved and is valued for their own unique contribution. And, because each adventure follows an identical format, after taking part in just a few, children will become increasingly confident making contributions and getting involved. And when involved, they are more likely to take risks, thrive, learn, build relationships, and develop new skills – for life.

## RESPONSIBLE CITIZENS

Our range of topic-based adventures provides opportunities for children to learn about the world, and their place in it, as well as opportunities to explore different cultures and beliefs. They take on roles with the autonomy to make decisions and are encouraged to share ideas, thoughts, and

feelings, as well as to ask probing questions. In adventures there are no hierarchies; all ideas, thoughts and feelings are treated with equal respect.

## **EFFECTIVE CONTRIBUTORS**

The focus of each adventure is imagination and play, not performance, which means that in each lesson children play a game that take place in an imaginary world. In each world there is 'drama' that both in and out of role, children are tasked with resolving. As they work together to understand or resolve each imaginary scenario, they are learning to be inventive, innovate, resourceful *and* learning that when you put your mind to it, anything is possible!