



TREEHOUSE

Health & Wellbeing

Experiences & Outcomes

Use this grid to identify which part of the curriculum each TREEHOUSE module lines up with.

SECONDARY 1	HWB CODE	SECONDARY 2	HWB CODE
Time Is Ticking	3-19a	Emotional Intelligence & Stress	3-02a/4-02a
Zest For Life	3-10a/4-10a	Grow Up To Show Up	3-15a/4-15a
Optimising Optimism	3-11a/4-11a	Your Pet Chimp	3-02a/4-02a
Keep The Magic Alive!	3-11a/4-11a	The Good, The Bad & The Silly	3-02/4-02a 3-04/4-04a
Grit	3-07a/4-07a	The Fable Of The Fox & The Lion	3-11a/4-11a
Gratitude	3-05a/4-05a	Why Feeling Bad Is Good For Us	3-01a/4-01a
Emotional Intelligence	3-01a/4-02a		

All CFE Experiences and outcomes are provided as guidance only. You may wish to use others or more than what we have suggested.



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SECONDARY 3	HWB CODE	SECONDARY 4 -6
Making Yourself Comfortable	3-03a/4-04a	<p>S4-6 Modules have been developed to align with and compliment the Mental Health and Wellbeing Award at SCQF levels 4 and 5*.</p> <p>*Centres with devolved authority for approval should use their own internal approval processes. If you use these modules to support the Mental Health and Wellbeing Award this is at the individuals centres discretion.</p>
Fixing The Fixed Mindset	3-04a/4-04a	
Growing The Growth Mindset	3-04a/4-04a	
A For Effort	3-11a/4-11a	
Thiis Much Excited!	3-05a/4-05a	
The Great Orange Giveaway!	3-19a/4-19a	
What Matters?	3-07a/3-04a	

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