



St. George's
Catholic Primary School

Vikings: valiant or vicious?



5 POWER Points each Develop your creativity:

- Design a Viking outfit and make it from scrap material. Take photos and annotate with key information.
- Create a Viking longboat.
- Vikings were buried with objects to use in the afterlife. What would you choose to tell historians what you were like? Make a poster to show.
- Write a poem that personifies a Viking longboat.
- Create a Viking quiz to test everyone!
- Design and make Viking jewellery such as brooches, bracelets, or pendants.
- Create a Viking exhibition for our class museum with mini models – possibly a Viking village?
- Make a scale model of a Viking god – you might make it out of clay or lego?

1 POWER Point each: Get exploring:

- Go online and visit these websites:
 - 1) [Vikings - KS2 History - BBC Bitesize](#)
 - 2) [Vikings Homework for kids \(primaryhomeworkhelp.co.uk\)](#)
 - 3) Lots of information can be found here: [The Viking Age \(natmus.dk\)](#)
- Play the 'Raid and Trade' interactive game: [Horrible Histories: Raid and Trade \(bbc.co.uk\)](#)

2 POWER Points each: Variety tasks:

- Vikings had to be fit and strong and work as a team. Create a Viking exercise regime to share during a P.E lesson or for Active Time.
- Design a Viking-themed board game that we could play.
- Write a song or rap or diary entry as a Viking about an invasion.
- Learn about the Viking alphabet and create your own Vikinga rune stones.

4 POWER Points each: Mathematical and English skills:

- Create your own scale map of the Viking voyages - include a key for the map to show routes and distances.
- Design a persuasive poster to visit the Jorvik Viking Centre. Research the site to help: [Jorvik Viking Centre - a must see attraction in York](#). Think about cost, timings and activities.
- Design a symmetrical shield or helmet using a material of your choice.
- Create a Viking maths puzzle for the class to complete.
- Write your own Viking adventure voyage story.
- Create a comic strip showing a Viking battle.
- Write a kenning about aspects of Viking life.
- Create a 'Stop Motion' animation about the Vikings.
- Write a playscript of a Viking myth and act it out with friends.

3 POWER Points each: Research skills:

- Make a video about the Norse gods.
- Research 5 significant artefacts that tell us about the life of the Vikings.
- Create a labelled Viking-themed 'diorama'.
- Make a washing line timeline of key events during the Viking period.
- Prepare a short solo talk about a Viking topic of your choice, showing audience awareness.
- Research the countries which the Vikings originate from and create flags out of the material of your choice.