

### Develop your creativity:

- Create a mini encyclopaedia of Viking gods, include drawings and information such as: descriptions, personalities, background stories, festivals and feasts.
- Make a model of a Viking longhouse or long boat.
- Create a map of Britain showing the Anglo-Saxon kingdoms and how they changed when the Vikings invaded.



This term's 'Home Learning' theme is: **'Trusty Traders and Rogue Raiders'**

**Hand in date: 21<sup>st</sup> November 2025**



### Extend your research skills:

- Write an information leaflet on an aspect of Anglo Saxon or Viking life that interests you (e.g. games, carpentry, farming, transport)
- Research the alphabet runes. Write your full name using runes.
- Write a non-chronological report on famous Saxon leaders, e.g. King Alfred the Great, Lady of the Mercians, Aethelflaed

### Spirituality:

Write down one thing that you are thankful for at the end of each day. Reflect on how many things you are thankful for in your life.

### Explore your mathematical skills:

- Make and play a game of longships (battleships)!
- Make a model 3D Anglo Saxon wooden house.
- Create mathematical word problems for your classmates to solve. For example: There were 2340 soldiers in the Viking army, how many individual boots were needed for them?

### Explore:

- Use the internet to investigate places in Scotland where you can learn more about Vikings. Show this on a map.
- Research foods that the Anglo Saxons or Vikings ate. Find and try a recipe. Photograph the meal and write out the recipe.