

Viking long ships- research and re-create in model formDT - designArtificial reality to bring the Vikings alive; virtual tour of Viking settlements and way ofVikings.

## life

Timelines to compare with different eras

Viking art through sketching and sculpture

British towns that have Viking names- where are they?

Study the beliefs of the Viking warriors (gods, Valhalla)

Create a timeline of tools/weapons to show an understanding of what came

before/after Anglo-Saxons defeat Viking warriors near York,Battle of Stamford Bridge (1066) DI – design and make a modern day brooch inspired by the Vikings.
Music – look at woodwind (horn) and string (ukulele) instruments. Listen to and appraise music. Re-create Viking music.
Art – 3d sculptures of Viking tools/weapons/long boats; sketching of local landscape
Food Tech: make vegetable soup and bread
Geography:Map work to show where the Vikings originated, invaded and settled (Danelaw)- focus on Wirral. Why did the Vikings settle in these places?

Trip to Thurstaston Common (Thor's Rock)

Visit from Wirhalh Skip Felagr (Wirral Viking re-enactment society)