

Research the names of Vikings and be able to explain why some had strange names. Share your findings.

Research the life of a Viking and be able to talk about the similarities and differences to your own by creating a Venn Diagram.

Build a Viking longship. Can you make the oars move?

Create a model of a Viking longhouse.

Design a **Viking brooch**.



Create a poster advertising a place of Viking significance.

Research the Battle of Largs and share your findings.

Research archaeologists and create a poster about an individual and their discoveries.

Research sites of Viking significance in the UK and locate them on the **map**.

Create a **timeline** of important Viking events. Choose one event and discuss its importance with a family member.

Create a picture of a **Viking god or goddess**.

Create a dance inspired by the Vikings and share it with your family.

Colour in your favourite **Viking** and **Viking god or goddess**.



Find out what the Vikings **ate** and create a daily menu for them.

Draw yourself as a Viking and label the qualities that would make you a good Viking.

Find out about Viking burials and draw a picture of what is important to you.

Keep a food diary for a week. Work out what foods would have been available to the Vikings and discuss with a family member explaining why and why not the foods were available.



The Vikings

Home Learning
Ideas for Pupils
in Primary 6

Science, Technology,
Engineering & Maths

Social Studies

Literacy & English

Health & Wellbeing

Expressive
Arts

Write a story
about a Viking
using your research.

Read about the
Vikings and answer the
questions.

Write a message in **ancient runes**, share it with a family member and see if they can decode it.

Find and
read books
about Vikings.



Skills developed in this grid include:

- Fine motor skills
- Communication
- Turn-taking
- Problem-solving
- Talking and listening
- Creativity
- Co-operation
- Independent Writing