## 3 POWer Points:

### Develop your creativity:

- Design a Viking outfit and dress as a Viking. Take photos to label and annotate with key information.
- Create a Viking longboat.
- Make a 'How to build a Viking ship guide for dummies' with illustrations to help.
- Write a newspaper report on the first Viking landings in England
- Use Morpho to create an 'Introduction to the Vikings' presentation
- Create a Viking exhibition for your local museum.

### **<u>1 POWer Point</u>**

### Explore:

- <u>http://www.bbc.co.uk/schools/prim</u> <u>aryhistory/vikings/</u>
- <u>http://www.primaryhomeworkhelp.</u>
  <u>co.uk/vikings.html</u>

# Heron, Peregrine, Woodpecker





# This half term's POWer Project is:

**'The Vikings** 

# HAND IN BY:



### Choose projects to achieve your

### **5 POWer Points.**

You can add with your own ideas too! *Tick off what you have completed to achieve your points* 

### 2 POWer Points:

### Mathematical skills:

- Create your own scale map of the Viking voyages (include a key of distances)
- Plan a class visit to the Jorvik Viking Centre. How much would it cost including entrance and coach?
- Create a Viking Maths Puzzle/ Investigation for your classmates to solve.

### 2 POWer Points:

### **Research skills:**

- Make a Horrible Histories style guide to 'Life as a Viking'
- 5 significant artefacts that tell us about the life of
- Vikings. Create a labelled gallery for visitors.

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