Heron, Peregrine, Woodpecker

3 POWer Points:

Develop your creativity:

- Make an Anglo-Saxon house model.
- Design a room.
- Create an Anglo-Saxon garden in a tray.

2 POWer Points:

Extend your research skills:

- Research a typical day in an Anglo-Saxon house and create a timetable.
- Research foods eaten and create an authentic Anglo-Saxon menu.
- Research how Anglo-Saxon buildings were constructed to make your own guide/instructions.

2 POWer Points:

Explore your mathematical skills:

- Draw a plan of an Anglo-Saxon house with measurements.
- Launch a new Anglo-Saxon house museum. How will you draw in visitors? How will you raise money? What special events will you have? When? Create a timetable and costings.

This half term's POWer Project is:

'Life in an Anglo-Saxon House'

HAND IN:

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:

Explore your locality:

- **Visit an Anglo-Saxon site of historical interest.**
- **www.nationaltrust.org.uk/visit/places/find-a-place-to-visit/**

Take photos to make a diary or guide