

Develop your creativity:

- ◆ Create a Viking longboat.
- ◆ Create a Viking exhibition for your local museum.
- ◆ Design a Viking outfit and dress as a Viking. Take photos to label and annotate with key information.
- ◆ Create a model of a significant scene from the Battle of Hastings
- ◆ Design your own version of The Bayeux Tapestry
- ◆ Learn new skills with someone at home and create your piece of design using fabric/ wool (sewing, knitting, crocheting etc.)

Explore:

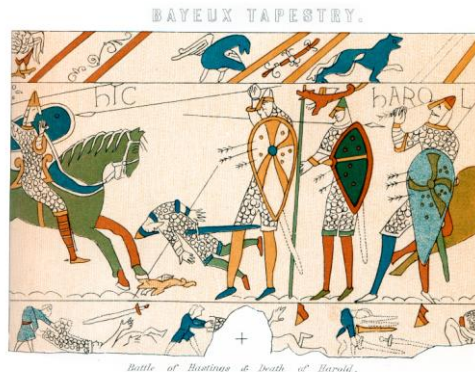
- ◆ <http://www.bbc.co.uk/schools/primaryhistory/vikings/>
- ◆ <http://www.primaryhomeworkhelp.co.uk/vikings.html>
- ◆ http://www.bbc.co.uk/history/british/normans/launch_gms_battle_hastings.shtml



This term's POWER Project is:

'Rule Britannia'

HAND IN BY: 18th October 2019



Choose projects to achieve your **POWER Points**.
You can add your own ideas too! *Tick off what you have completed to achieve your points*

Mathematical skills:

- ◆ Create your own scale map of the Viking voyages (include a key of distances).
- ◆ Create a Viking Maths Puzzle/ Investigation for your classmates to solve.
- ◆ Calculate the distances covered as part of the invasions. Add to a map.
- ◆ Design a numerical Top Trumps game based on the events of the Battle of Hastings. Make a box for your cards.

Research skills:

- ◆ Make a Horrible Histories style guide to 'Life as a Viking'
- ◆ Create a poster to explain The Battle of Hastings.
- ◆ Make a washing line timeline of key events.
- ◆ Explore the third website link and design your own Vikings game.