

Develop your creativity:

- ◆ Design a room for an Anglo-Saxon house
- ◆ Create an Anglo-Saxon garden in a tray.
- ◆ Design and create a new range of Anglo-Saxon jewellery
- ◆ Create your own story of King Arthur
- ◆ Create an Anglo-Saxon settlement on MINECRAFT

Extend your research skills:

- ◆ Research foods eaten and create an authentic Anglo-Saxon menu.
- ◆ Research how Anglo-Saxon buildings were constructed to make your own guide/instructions.
- ◆ Research how the local area was affected by the Anglo-Saxon Invasions.
- ◆ Research famous Anglo-Saxon artefacts and create a brochure for the British Museum.



This half term's POWER Project is:

'The Anglo-Saxons have arrived!'

HAND IN: Thursday 6th December



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*

Explore your mathematical skills:

- ◆ Draw a plan of an Anglo-Saxon house with measurements.
- ◆ Plan a day out for a family of four to a Sutton Hoo. How much would it cost to travel there? How far away is it? How much would it cost for entry and lunch? How would you plan out your day's timetable?
- ◆ Find out about the Anglo-Saxon Weirgild and design a poster Calculate how much a whole body would cost.

Explore

- ◆ Visit and explore <http://www.show.me.uk/topicpage/Anglo-Saxons.html>
- ◆ Visit an Anglo-Saxon site of historical interest. www.nationaltrust.org.uk/visit/place/s/find-a-place-to-visit/
Take photos to make a diary or guide