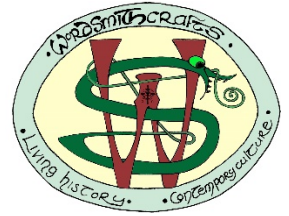


## Faering School Visit – Two classes



### Possible timetable (Times adaptable to match local school day)

I set up a camp before Pupils arrive.

Pupils should be split into groups of up to 16 pupils. This plan will cope with up to 64 pupils, if there are fewer groups they can have longer sessions which I will break up into a variety of activities.

All together 9.15 am – 10.45am

Break 10.45 am – 11.00 am

First two groups 11.00 am to 12.30 pm (~40 minutes each)

Lunch 12.30 pm – 1.30 pm

Second two groups 1.30 pm - 2.45 ish? (~40 mins each)

All together Storytelling or end Q&A 2.45 – 3.15 pm

### Welcome and Introductions (all groups)

I introduce myself and set the scene for the day. I invite the pupils to become part of a story where they have a Viking in their school and can learn to become Vikings for a day. Throughout the story I encourage them to use all of their senses and knowledge to work out what is real, and to learn how to survive in a Viking world by learning how things work.

Interactive Story - Rig the Walker (or other as arranged)

*A story walk through Viking society, showing the three classes of Thrall (slave) Carl (free man) and Jarl (ruler) and the king! Pupils put on costumes at the front of the class to recreate each character in the story.*

**After break, rotate through the following activities.**

### Meet Cathbad the Craftsman (Split classes into 4 smaller groups throughout day)

This activity explores the materials available to Vikings, and how they were used to make everything they needed. Includes an opportunity to handle raw materials and finished objects as well as an explanation of how to make objects like shoes - or whichever item catches their interest

### Craft Activities (led by teachers in classrooms)

I have a selection of teacher's resource sheets with details of crafts and activities These activities use easy to find modern materials to help the pupils recreate the technology of the past.

*Writing in Runes, Making Rune stones, Hnafletafl (pron. naf-il-tafl) Viking game*

**To finish the day – Storytelling** I can give the pupils the experience of sitting down round their (imaginary) fire and listening to a story. OR if they are still full of questions this could provide a last chance for them to ask them.