



Anglo-Saxons

Year Group: Year 3-6

Length: 25 mins

Starting Positions: Stand in your own space

Learning Intentions:

To know about...

- How Anglo-Saxons relied on the land to survive
- The structure of Anglo-Saxon society
- The role of King Alfred in the conflict between Anglo Saxon and Vikings

Synopsis:

- You live in Anglo-Saxon times with your grandmother and are ploughing the field with her help.
- Grindan, the scary village chief, appears and instructs you to chop wood and water the ox, Albert.
- Returning to your village, you lock Albert away securely and your grandmother tells you that the Anglo-Saxons have been at war with the Vikings for many years.
- Suddenly Grindan announces that the Vikings have been defeated and peace has been declared!
- You discover that Albert is missing from his enclosure, which angers Grindan and the other villagers, as everyone is dependant on the ox to plough the fields. You get the blame and are banished. Your grandmother becomes Grindan's slave.
- You walk through the forest and follow footsteps that lead to a Viking camp, and overhear their secret plans to launch a fresh attack on your village.
- You return to your village to warn everyone, but Grindan doesn't listen and locks you up. Set free by a Viking girl, Astrid, you then successfully warn Grindan about the impending Viking attack.
- The Vikings set fire to your village but you manage to put the fires out and everyone survives the blaze.
- The Anglo-Saxons march towards the Viking camp. A battle is about to begin between the two sides until you and Astrid step into the middle. The fighting stops and King Alfred divides the land evenly – the Western half to the Anglo-Saxons, the Eastern half to the Vikings.
- You give the golden brooch you found earlier to Grindan as a means to pay your debt and set your grandmother free.
- The Anglo-Saxon villagers help you to rebuild your home. You have saved the village and helped bring about peace – for now.

Characters

- **Grandmother** – a kind, elderly lady who, unlike most Anglo-Saxons, can read runes
- **Grindan** – the chief (thane) of our village, selfish, bossy and vengeful
- **Astrid** – a Viking girl, brave with integrity
- **Vigrid** – a Viking chief, a worse version of Grindan, who rather than gold, is after land

Locations:

- **Anglo-Saxon village**
- **Forest**

Glossary:

- **Plough** – a large farming tool that digs the earth in a field so seeds can be planted
- **Runes** – characters in an alphabet used by the Anglo-Saxons
- **Brooch** – a small piece of jewellery with a pin at the back, often fastened to clothes
- **Ox** – a male cow, used for pulling carts

Discussion:

Story & Factual

- Where did the Anglo-Saxons get their food from? What kinds of food did they eat?
- What did the structure of Anglo-Saxon society look like?
- Which people settled on the land first, Anglo-Saxons or Vikings?
- What was King Alfred's role in the conflict between both sides?
- What item did we offer Vigrid to try stop the fighting? Why didn't he accept it?
- How did we manage to stop the fighting in the end? Was this peace a permanent arrangement?

PSHE & Philosophical

- Do you think a society is better with one ruler (like chief Grindan), or with a number of people ruling?
- Why do people go to war with one another?
- How did you feel when you were locked away to be executed? Was this punishment fair?
- Do you think capital punishment should exist today?
- The Anglo-Saxons sought revenge for the Viking's attack. Is revenge ever justified?

Resources:

You'll find these follow up resources on your shared drive:

- **Literacy Resources** – 5 creative writing ideas
- **Photo Storyboard** – order the images from the story (or use them for other things – e.g. writing)
- **Quick Quiz** – re-cap key facts
- **Or try some recount, report or creative writing ideas of your own!**