

Saxons and Vikings Experience (2 hours) School Visit Information

Please read the following information carefully.

Location: Hull and East Riding Museum of Archaeology

Duration: 2 hours

Key Stage 2

Cross-curricular links: History, Design and Technology, Geography, Art and Design

Experience timings

The table below lists timings for our Saxons and Vikings Experience, whether you are bringing one or two groups, and then timings for lunches and self-directed time if you booked these via Eventbrite.

If you are bringing two groups, we strongly advise you to book lunches and self-directed time on site unless your groups are arriving and departing from the site separately. Session timings cannot be changed. There is a fixed 30-minute break between sessions if you are bringing two groups - this allows us to reset the room and resources.

Lunches will be staggered if you are bringing two groups due to the capacity of our Education Room.

Bringing 1 group	Bringing 2 groups	
Arrive at Hull and East Riding Museum of Archaeology – 10am	Both groups arrive at Hull and East Riding Museum of Archaeology – 10am	
Saxons and Vikings Experience at Hull and East Riding Museum of Archaeology (10am – 12pm)	Group 1	Group 2
If you have opted for lunch and self-directed time via your Eventbrite booking:	Saxons and Vikings Experience at Hull and East Riding Museum of Archaeology (10am – 12pm)	Self-directed time at Hull and East Riding Museum of Archaeology (10 – 11.30am)
Lunch at Hull and East Riding Museum of Archaeology (12 – 12.30pm)	Lunch at Hull and East Riding Museum of Archaeology (12 – 12.30pm)	Lunch at Hull and East Riding Museum of Archaeology (11.30am – 12pm)
Self-directed time at Hull and East Riding Museum of Archaeology (12.30 – 2.30pm*)	Self-directed time at Hull and East Riding Museum of Archaeology (12.30 – 2.30pm)	Self-directed time at Hull and East Riding Museum of Archaeology (12 – 12.30pm)
*Depart from Hull and East Riding Museum of Archaeology – 2.30pm		Saxons and Vikings Experience at Hull and East Riding Museum of Archaeology (12.30 – 2.30pm)
	Both groups depart from Hull and East Riding Museum of Archaeology – 2.30pm	

*Departure times for single groups is not fixed, so if you wish to leave our sites earlier, please liaise with a member of our Front of House team who will be able to support you with accessing your belongings.

National Curriculum links

History:

- KS2: Britain's settlement by Anglo-Saxons and Scots
- KS2: The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor
- KS2: A local history study (some aspects of the session draw on the history of the local area through the objects on display in the museum)

Saxons and Vikings Experience outline:

- Introduction to our site and setting the scene about the historical period.
- Meet an Anglo-Saxon character who will bring this historical period to life for your pupils by exploring themes such as daily life, warfare and burial practices
- Exploration of key objects relating to daily life for the Anglo-Saxons and Vikings, including a chance to get hands-on with artefacts
- Design and make their own Anglo-Saxon inspired brooch
- Plenary and evaluation.

Important information to help you prepare:

- On gallery investigation – your class will be split into three groups. We recommend that you bring a minimum of three adults per class with you to ensure each group is supported. Prompt sheets are provided for your adults to help facilitate the gallery investigations, whilst our member of staff will navigate around each group.
- Two children will be asked to dress-up in the Saxon and Viking-inspired clothing. Please have in mind two children who would like to do this.

Key Vocabulary

Viking, Anglo Saxon, Dane, grave goods, cremation urn, trade, invader, settler, archaeology, Pagan, Christian, kingdom.

Post Visit Activity Suggestions

- Compare and contrast modern day immigration and integration of cultures with the arrival of Viking culture in Saxon England.
- Create your own Saxon hoard using the brooches made in the session by making a pot for them out of air-drying clay.
- Research Viking and Saxon place names, identify them on a map (place names ending in '-by' thought to be Viking and place names ending in '-chester' thought to be Saxon in origin).
- Set up a role play scenario where half the class are Vikings and the other half are Anglo-Saxon. Use this as a basis to create a piece of writing from the perspective of both cultures, those arriving and those already here. Ask them to think about what they could learn from each other.