



Wordsmithcrafts provides Faering, Knarr and Drakar size school visits.

<http://www.wordsmithcrafts.co.uk/servicesSchools.html>

The Knarr visit requires space like a GP room/hall that is big enough for all the pupils to gather, and move around.

Activities which require two skilled “Vikings” such as combat demonstrations and games are also available.

	preparation	Set up camp
	Introduction and Story (dressing up)  GP room, everyone together	Start by introducing the Vikings. Timeline story – placing the Vikings in context. The story of Thrall, Carl, Jarl – social classes and lifestyle in Viking society
Break		
	Smaller groups (If there is more than one class, multiple rooms help with the noise!):  Specific topics Craft activities  Groups rotate round activities, more Vikings means that more activities can run simultaneously.	Each Viking will have an area of speciality. For example: Woodcrafts, trading, hearth and home, Cluaran boat (extra charge for boat).  Particular topics can be requested, but depend on “Viking” availability.  Teachers craft info sheets are also available eg. Writing in Runes, Making Rune stones, Hnafletafl Viking game, Braiding bracelets.
Lunch		
	GP room, everyone together  Settler to Sea King game	In up to 7 teams of up to 7 pupils, players play a relay race/card matching game where they land on a Hebridean island and build their settlement – hoping to become the sea kings of Jarlshof
	Traders and raiders	An imaginary trading adventure. Pupils sit in the shape of a longship and “sail” round the Viking world, exploring, raiding or trading!
	GP room GP room, everyone together	Weapons and Combat display Followed by final questions
	Pack up	

Most activities are interchangeable, and if you would like a specific topic covered please get in touch with Wordsmithcrafts. More details of your options are available on our website: