

Wordsmithcrafts – School Visit Options 2017- 2018

Please customise your school visit by choosing from these options. Timings are approximate and can be adapted to fit your school day and room availability. The boat visit needs to take place outside, combat display and shield wall training can be either indoor or outdoor.

If you have any suggestions for an activity you would like to try, then please get in touch. We are able to set up and camp for week long displays using our equipment – and want to make this visit the best possible experience for your pupils.

Type of Visit	Activity	Description	Pupil/	Approximate
			Viking ratio	Duration
Interactive Storie	s – large group sessions (a good	introduction to the theme of the day)		
All	"Thrall, Carl, Jarl" (social structure) story:	A walk through Early mediaeval society, with volunteer pupils dressing as different social classes	Hall capacity	30 mins
All	"Helmet Timeline" of Scottish history:	Pupils wear replica helmets and form a line showing key moments from Iron age to present day	Hall capacity	30 mins
All	Sail Round the Viking World Story	A story of a trip round the Viking world, where pupils move to form "trees", "a longship", and collect trade goods.	Hall capacity	30 mins
Knarr, Drakkar	Weapons Display	A run through the arms and armour of a Viking warrior, and display of their use. (This can be a good thing to leave until last, as a finale) (Requires a space separated from pupils by at least 2m)	Hall capacity	30 mins
Object Handling -	Small groups, pupil led enquiry			·
all	Small Group Camp Visit:	Pupils visit a general trade camp. They will see a wide range of props and can ask questions, pass round objects and use all of their senses to explore early mediaeval life (– except the sense of taste that would be unwise.)	1 to 15	40 mins
All	Specialist Session e.g. Trader, Textiles	Each Viking you hire has their own area of specialist knowledge – Clothing, Hearth and Home, Specific Crafts, Music, Trading etc. [Topic subject to Interpreter availability please request topics in advance]	1 to 15	15 min or 30 min versions



Imagine being a Vikin	g Activities			
Type of Visit	Activity	Description	Approximate Duration	Pupil/ Viking ratio
All Games must be	Settler to Seaking Game	The pupils are split into groups, Each group must work together to collect resources (cards) and build a settlement. This works like a relay race and requires a hall or GP area	7 teams of aprox 5 pupils	40 mins
requested in advance of visit Knarr, Drakkar	Summer Wanderer Trading Game	Each group of pupils becomes a trading settlement. They move round a map of the Viking world marked out on the floor and swap resources (cards) to learn about bartering and try to become the wealthiest settlement. Parent helpers are useful! P4 and up – or mixed level teams.	9 teams, 10 in each team	1 hr
Knarr, Drakkar	Shieldwall training	Learn to move in units and follow shield wall commands.	1 to 25	20 mins
Crafts		I		
All	Craft Activity Resource sheet	These resources are designed to assist teachers in providing workshops to combine with camp visit and specialist sessions. Pupils then rotate round activities.		School policy
Extra Materials cost, must be booked 3 weeks in advance	Wordsmithcrafts Led Craft Activity	We will run a craft activity session using primary school friendly materials to make replicas of early medieval objects. I'll also have examples of similar things I have made using authentic materials and techniques.	1 to 25 or as resource sheet	
Boats				
Drakkar only Boat hire is additional to visit cost	Boat Visit and Rowing/Fishing activity	We bring a clinker built 6 M long Ness Yole. The pupils can examine it to work out how it is designed and held together, and think about how it is used. We also bring fishing gear. We tell an interactive story where they imagine going on a fishing trip and use the oars on dry land.		40 mins