



Faering Visit, all together, example timetable

Cluaran school visits are described using the sizes of Viking ships, (Faering, Knarr, Drakkar) For more info please visit : <http://www.cluaranhaven.org.uk/services.html>

Possible timetable (Times adaptable to match local school day)

I Set up camp before Pupils arrive, then operate from this as a base. I can use a hall or classroom

Welcome and Introduction

Interactive story

Break

(Times can be adapted to your school day)

Everyday Life in the Viking era

Shield wall training

Heroes or Pirates?

Lunch

Settler to seaking game/Voyage round viking world

Mythic Storytelling

Q&A

Welcome and Introductions

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.

Break

Everyday Life in the Viking era

An opportunity to imagine what life was like for Jarls, Thralls and Carls (and their children!). This uses a chest of replica artifacts that can be handled life inside the various houses. Objects are groups roughly into textiles, food, crafts, toys and games.

Shieldwall training - Work together as a class to learn Viking era defensive formations, This activity works with imaginary equipment - if they have made their own shields even better!

Heroes or Pirates - A look at Viking era weapons, and the lifestyle associated with them. Would you be a hero defending your community or look for an adventure as a pirate? We also look in a treasure box and wonder what you would bury with someone. to remember their life.

Settler to Seaking game - (requires a hall or large room, up to 8 teams, like a relay race) A team game using where the pupils work as village settlements compete to become "Jarlshof" by collecting resource cards to fill their storehouses.

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.

These visits have been developed by Simon Lidwell www.wordsmithcrafts.co.uk

