

10 House Points:

- ◆ Create a stop animation project of the story of the Lindisfarne Raids.
- ◆ Build a model of a typical Anglo-Saxon house and label it.
- ◆ Research and display the hierarchy of people and their social classes. Key vocab includes: **cyning**, **thanes**, **ceorls** and **slaves**.
- ◆ Create a timeline of key events in the history of the Anglo-Saxons. Include important dates, events and influential figures.

5 House Points:

- ◆ Create a fact file on the archaeological site of Sutton Hoo and explain why it is important.
- ◆ Design and/or build a simple Anglo-Saxon instrument such as the lyre or the whistle
- ◆ Research traditional Anglo-Saxon foods and create a recipe for one of their dishes — bonus point if you make it at home too!

3 House Points

This half term in maths we are studying Place Value

Play the Registration Number game with a friend to practice. Find the 2 numbers from 10 cars' registrations and add up. You cannot choose the same car. The person with the biggest number wins.



This half term's House Project is:

The Anglo-Saxons

HAND IN BY: Friday 23rd November 2026



Choose projects to achieve your House Points

By all means earn as many as you would like!

Tick off what you have completed to achieve your points.

10 House Points:

- ◆ Write your own version of the famous Anglo-Saxon poem, Beowulf.
- ◆ Write a diary entry as an Anglo-Saxon peasant.
- ◆ Research, draw and label Anglo-Saxon artefacts.
- ◆ Learn some Old English words (the language spoken in Anglo-Saxon England).
- ◆ Recreate your own version of the Bayeux Tapestry.
- ◆ Choose an Anglo-Saxon king and write a diary entry as if you were him!
- ◆ Design an Anglo-Saxon coin.

3 House Point:

- ◆ Draw and label the different types of clothing worn by Anglo-Saxons.
- ◆ Draw or paint a picture of The Battle of Hastings.
- ◆ Draw a picture of a typical Anglo-Saxon family.