

Create a Viking Board Game - Teacher Notes

A fun way for children to learn about real events that occurred during Viking Britain.

Materials needed

1 sheet of thin A3 card per game - paper will suffice!

Extra paper for the children who want to make their own cards.

Pencils, colouring pencils, rulers, scissors

Dice.

Playing pieces (lego bricks, small counters etc) or the children could make their own.



Preparation

Print off 1 sheet of cards per game being made.

Show the children the sheets 'Types of Board Game' and 'Instructions' on the whiteboard.

Perhaps discuss any awkward pronunciations before starting.



Time required

At least 30 minutes to make the game, extra time to play it.



Notes

Children could work individually, in pairs, or in table groups.



Extension activities

- 1) Cards with **purple writing are generally considered by historians to be factual** - information comes from the Anglo-Saxon Chronicle, Bede's Ecclesiastical History of The English People. Children could research some of the events online to find out more, or create 'fakes' to try and trick people!
- 2) Discussion or story: what might the country be like if the outcome of one of the battles had been different eg. if the Viking army had won at the Battle of Stamford Bridge.
- 3) Research some Anglo Saxon facts and develop the game so that it becomes Vikings v Anglo Saxons!
- 4) Arrange the cards so that the game plays in chronological order.

Some types of board game design



Create an Viking board game.



1) Design the layout of your game:

- How will it look?
- How will the players move around the board?
- What will you use for playing pieces?



2) Cut out the cards and use some of them on your game.

- The ones with an axe are factual - they are real events that actually happened.
- The ones with a shield are fiction - they have been made up.

3) If you have time, make up some of your own cards.

- What was life like in Viking times?
- What good things might happen to a Viking?
- What bad things might happen?

4) Work out how your pieces will move around the board.

- Do you need a dice?
- What can you use as playing pieces? Make some out of paper if you can't find anything!



6) Decide on the rules.

- How do you work out who goes first?
- Are there any bonus points?
- How do you win the game?



Cut out the cards below and use some of them on your board.

The events in **PURPLE** are based on evidence - they actually happened.

The events in **RED** are false - they have been made up for fun.

You could try making up some of your own!



789 AD: 3 Viking ships land at Dorset and kill the Anglo Saxon royal leader. Go forward 1 place.	793 AD: The Vikings raid the monastery at Lindisfarne. They kill lots of monks, steal lots of gold and burn most of the buildings. Have another go.	866 AD: The Great Heathen Army arrives in Britain - a massive Viking army that spends 14 years trying to conquer the Anglo Saxons. Go forward 2 places.
866 AD: The Vikings capture the city of York and make it their capital in the north. Have another go.	878 AD: Viking warrior Guthrun leads a surprise attack on King Alfred. The Anglo Saxons all have to hide in the marshes. Go forward one space.	878 AD: Battle of Edington. King Alfred defeats the Vikings. Miss a turn whilst you recover from your injuries.
1066 AD: Anglo Saxon King Edward the Confessor dies and Harold Godwinson becomes the new king of England. Miss a turn whilst you help Viking King Harald Hardrada prepare for battle .	You are captured by Anglo Saxons and sold into slavery. Miss a turn whilst you plan your escape.	1066 AD: 25th September. Battle of Stamford Bridge. Viking King Harald Hardrada is defeated by Anglo Saxon King Harold Godwinson. Miss a turn whilst you run and hide.
937 AD: Battle of Brunanburh – a large army of Vikings, Scots and Britons are beaten by Anglo Saxon King Aethelstan becomes King of all England. Go back two spaces.	You accidentally kill your friend in a wrestling competition and have to pay wergild to his family. Miss a turn.	991 AD: Battle of Maldon. Vikings defeat Saxons. Go forward two spaces.
1017 AD Viking King Cnut becomes King of England. Go forward 1 space.	1035 AD Viking King Cnut dies and his son Hathacnut becomes King. Go back one space.	1042 AD Viking King Hathacnut dies and his Anglo Saxon half-brother Edward (the Confessor) becomes king. Go back two spaces.
Caught stealing a pig. Your nose is cut off as a punishment. Miss a turn whilst you get better. 	You are outlawed (forced out of your village) for accidentally burning down a neighbour's house. Go back three spaces whilst you creep around the countryside in hiding.	Caught forging coins. Your hand is cut off as punishment and nailed to the door of your house. Miss a turn whilst you get better.