

Please complete at least 6 of the activities. Bring in your Home Learning weekly to share your activities with the class/teacher.



Find out 5 interesting facts about King Arthur.



Research key events and times during the Anglo-Saxon period and make a

Imagine you are an Anglo-Saxon invader who has just settled in Britain. Can you make up a name for your own village or town using the Anglo-Saxon vocabulary and your knowledge of the invasions and settlers? Can you also provide a

Anglo Saxon Runes - Can you write vour own secret message using the FUPPREXPN11*Z runic alphabet? CTITBMMFXHX

7777

Practice your spelling patterns and rules and complete your mental maths.



Craft your own Anglo-Saxon artefact. Use clay or modelling dough to make a vase, card and craft materials to make a weapon or helmet or maybe an item of jewellery using beads and gold foil. Try to make your item look as authentic as possible.



Invasion, Invasion!

Autumn 1

Make a 3D model of an Anglo- Saxon village using junk materials, building bricks or other available resources.



You can send home learning to rmullarkey@leverhouse.net, aaspin@leverhouse.net leccles@leverhouse.net arobertsaleverhouse.net

Write a diary entry from King Arthur's point of view describing the day you pulled the sword out of the stone and what



Forest School: Make your own Anglo Saxon outfit to be worn at a **Forest School**

session. Research what Anglo Saxon's wore.



Read your home readers, bug club and library books frequently. **READING = CLEVERNESS**