

Art

Design a new monster for Beowulf to defeat. Think about what special powers he might have.

English: Write a short story called Beowulf II and tell us what happens to Beowulf's enemy.

DT/ Geography

Find out about Anglo-Saxon settlements and draw a diagram of what their towns/villages would have looked like. You could even add some of your own ideas in a different colour of how you would improve where they lived.



English

Create a glossary of the key terms below:

AD / CE

BC / BCE

primary sources of evidence

secondary sources of evidence

century

invade

village

settlement

kingdom

religion

evidence

artefact

tribe

monk

History/ ICT

Find out some facts about the different Anglo-Saxon key people. You could write your findings or create a poster.



History/Maths

Research and create a timeline of key events from the Anglo-Saxon time period, making sure they are in **chronological order**.



RE Research

Research and present your findings about the Anglo-Saxon Gods. You could create a poster or present your findings to your family like a talk show.

EXT: How are their Gods different to the Ancient Egyptian Gods that we learnt about?

DT/Art/English

Front cover: Design a new book cover for the Beowulf story. Think about how you will make it stand out for the reader.

Back cover: Think about what you would write in your blurb to make someone want to read the book.

