

3 POWER Points:

Develop your creativity:

- ◆ Design and create a new range of Anglo-Saxon jewellery
- ◆ Create your own story of King Arthur
- ◆ <http://www.show.me.uk/site/make/Anglo-Saxons/STO92.html>
- ◆ Create an Anglo-Saxon settlement on MINECRAFT

2 POWER Points:

Extend your research skills:

- ◆ Research the poem 'Beowulf's dragon' Create an illustration to accompany the poem.
- ◆ Research how the local area was affected by the Anglo-Saxon Invasions.
- ◆ Research famous Anglo-Saxon artefacts and create a brochure for the British Museum.

Heron, Peregrine, Woodpecker



This half term's POWER Project is:

'The Anglo-Saxons have arrived!'

HAND IN:



Choose projects to achieve your

5 POWER Points.

You can add with your own ideas too! Tick off what you have completed to achieve your points.

2 POWER Points:

Explore your mathematical/entrepreneurial skills:

- ◆ Plan a day out for a family of four to a Sutton Hoo. How much would it cost to travel there? How far away is it? How much would it cost for entry and lunch? How would you plan out your day's timetable?
- ◆ Plan an Anglo-Saxon awareness day for the rest of the school to raise money for the National Trust. How would you advertise? What would you need to plan? How much would it cost? How will you educate and entertain?

1 POWER Point:

Explore:

- ◆ <http://www.show.me.uk/topicpage/Anglo-Saxons.html>
- ◆ http://www.bbc.co.uk/schools/primaryhistory/anglo_saxons/