

Victorious Vikings

The Vikings Come to Rushcombe!

The school's Learning Adventure before the Easter break took the children on a journey back to the time of the Vikings. The Learning Adventure began with the visit of a Viking market place to the school (provided by the Ancient Technology Centre). All children visited the market place, experiencing a range of different aspects of Viking life. This opening experience sparked the children's initial interest in the theme and provoked a range of questions about the Learning Adventure.

Over the course of the next two weeks, the Ancient Technology Centre established a Viking camp on the school grounds, providing a range of practical activities to enable children to develop their understanding of Viking life, these included: building a long boat, cooking, storytelling, exploring artefacts and taking part in warrior training. These activities were of great value to the children's historical learning, enabling them to experience first-hand what life during the Viking age would have been like.

As a result of their experiences with the Ancient Technology Centre, the children were able to transfer their knowledge and enthusiasm into their classroom learning. In addition to their historical explorations, the children engaged with a range of other curriculum areas throughout the Learning Adventure, including English and Design Technology. During their Design Technology project, all children were commissioned in groups to design and build a Viking long boat, with the children in Year 4 even developing their very own Viking long boat company!



Above: Children learn about the Vikings through a range of activities, including food tasting (left), exploring furs (middle) and blacksmithing (right).

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The Viking Warrior Games

At the end of the Learning Adventure, a special 'Viking Warrior Games' was held, in which all children across the school competed to find the ultimate Viking warriors. Children took part in a range of activities, including a Viking assault course, Tug of War, warrior duels and the Viking game of Kubb. The event culminated with the final heats of the Viking assault course, which pitted the winning warriors from each year group against each other. The event was a wonderful way to celebrate the end of another exciting Learning Adventure!



Above: Children participate in the Viking Warrior Games, including: dueling (left), tug of war (middle) and the assault course (right).

Working with the ATC

The school continues to be very proud of the relationship it has forged with the Ancient Technology Centre, which has enabled all pupils to experience historical learning through a 'living history' approach. The school has developed this unique relationship with the ATC over the last 5 years, with our current group of Year 4 children being the first to complete a five year cycle of learning, which has enabled them to carry out in depth studies of Stone, Bronze, Iron, Roman and Viking cultures.

The opportunity to work with experts in ancient history, along with the wide range of practical and hands on activities they have engaged with, has had a significant impact upon the enthusiasm, engagement and depth of learning of all children in the area of historical learning. Rushcombe First School is the only school that works with the ATC to establish a two week camp on the school site, enabling all children in the school to participate on a yearly basis. The relationship we have established with the ATC is a key aspect of the outstanding provision that the school offers in historical learning.

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