

POP-UP MUSEUM

Schools & Outreach

School -
Date dd-mmm-yy
Time 09:00-15:00
Class Size -
Year -
Group(s) -

Gear & Graith

09:00 – Break

Introduction

- Program for the Day, Ground Rules
- Interactive Time Line
- What is a Viking?
- Story Telling: Rig the Walker (Viking Age Society)
- Question & Answers

Break – Lunch

Vikings! Raiders, Traders & Settlers

- Viking Age Weapons: Show & Tell
- Warrior Training: Battlefield Teamwork
- Trade & Settlement
- Questions & Answers

Lunch – 15:00

Viking Funerals & Feasts

- Interactive Viking Burials: What do they tell us?
- The Feasting Hall: Food & Space in Status
- Story Telling: Þrymskviða – Theft of Mjólnir
- Questions & Answers

Projected Outcomes for Pupils:

- An understanding of the different types of Evidence we have for the Viking Age in Scotland
- A sense of where the Viking Age is in our Chronology
- An understanding of the Role of Vikings in Scottish History
- Be able to compare Daily Life in the Viking Age with our own time and look at the similarities & differences

Gear & Graith's Objectives

- Give an overview of the field of Viking Age Studies and how evidence from different disciplines like History, Archaeology, Sciences, Linguistics, Literature and Art contribute to understanding the Topic
- Giving every pupil the opportunity to handle, examine & even use a reproduction artefact
- Foster a safe environment where all pupils feel confident to contribute to open discussions and ask probing questions
- Stimulate the imagination and leave pupils engaged and eager to discover more about the Viking Age and its place in our history & heritage

N.B. Gear & Graith favours a Learner-Led approach, as such the Time-Table is only a guide. Changes & Tweaks may be made on the day depending on the different learning speeds, learning styles and interests of the Group, but I always ensure consistent two-way communication with Teaching Staff to assess the pace, flow and content throughout the day and agree adjustments accordingly.