












Multiple Intelligences	Willow Class BLOOM'S PROJECT - Vikings					
	1 mark	2 marks	3 marks	4 marks	5 marks	6 marks
	Knowing 	Understanding 	Applying 	Analysing 	Creating 	Evaluating 
Verbal I enjoy reading, writing & speaking 	Find out the names of the Norse gods and list them and say what they represent.	Find out about Viking runes and write some messages using Viking runes.	Vikings were good fishermen. Find out about the different fish Vikings may have caught.	Create a diary entry about a day in the life of a Viking. Who will you be?	Create a short story or story board about a time traveller who visits the Viking period.	Imagine you are a young child living in Viking times. Write about how different your life would be.
Mathematical I enjoy working with numbers & science 	Create a timeline which show key events for the Vikings.	Create a Viking themed poster showing the 2x, 5x and 10x tables (year 2) and 2x, 3x, 4x, 5x, 6x tables (year 3).	Create a shopping list of goods that Vikings would like to buy. Research and find out how much these items actually cost. Choose 3 to buy yourself and find out the total price.	Draw some symmetrical designs for Viking longship sails.	Create a game or a quiz about the Vikings. Remember to research as much information as possible. Include questions involving + and - and x and ÷. Look at other games you have at home for ideas and inspiration!	The Vikings used bows and arrows to hunt and in battle. Make a target game and record the totals you score. (Use bean bags or balls instead of arrows!!)
Visual I enjoy painting, drawing & visualizing 	Draw or paint a picture of a Viking.	Create a picture which shows the roles that different people had in the Viking era.	Design a figure head for a Viking longboat.	Compare the clothing worn by the rich and the poor Vikings.	Use materials from home to make the 3D model of the figurehead you designed in the applying section.	Choose two pieces of artwork containing Viking longships. Compare them and explain why they may have been frightening.
Kinaesthetic I enjoy doing hands-on activities 	Label on a map of Great Britain, places which were named by the Vikings.	Create a menu for a Viking warrior.	Make a model or detailed labelled diagram of an Viking artefact.	Design and make your own Viking longship.	Bake and decorate some Viking food. Write down your recipe.	Ask some people to taste the Viking food that you made and write down what they say about your food (was it a success?).
Musical I enjoy making & listening to music 	Learn the song Loki the Joker on http://www.bbc.co.uk/schoolradio/subjects/music/vikings	Make up a dance to Loki the Joker on http://www.bbc.co.uk/schoolradio/subjects/music/vikings	Make up a chant / rap about Grendel or Beowulf. Can you include the line from the story "Grendel had watched him die and now she wanted revenge"?	Find some music that matches a Viking myth or a scene from a Viking myth. Say why you think it would work with that myth.	Create a piece of music which is inspired by a Viking battle.	Using the tune of a well known song, make up your own song about the Vikings to teach the class.

Welcome to the Bloom's project! The aim of this project is to build upon the skills that are your strengths and also to improve those areas where you may feel less confident! You earn points by completing a selection of the tasks above. All children completing the project will receive a certificate. 10 points will earn a bronze certificate; 20 will earn a silver certificate and 30 will earn a Gold certificate. You will be expected to complete approximately one task each week and to complete a minimum of 5 tasks altogether. **You may do more tasks if you would like.** You should try to do at least one task from each 'intelligence'. The project will need to be completed and handed in by Monday 23rd March. Please take photos if this helps. Have fun!