

## Year 6

### Knowledge Organiser for REAL Project: Can the past successfully meet the future?

Key Vocabulary	Definition
Viking	A Scandinavian seafaring pirate and trader who raided and settled in North-western Europe
Scandinavia	The countries of Denmark, Norway and Sweden make up the area of Scandinavia.
Settlement	A place or region where people have moved to to live.
Colony	A group of people living in a new area
Invader	Someone who enters by force in order to conquer.
Conquer	Overcome/take control of.
Danegeld	A land tax used in Viking times to raise money in England to help protect against Viking invaders.
Myth	A traditional story concerning the early history of a type of people (Viking myths - stories about the Vikings)
Longship	A long, narrow warship powered by oars and sails, with many rowers. They were used by Vikings.
Valhalla	Vikings believed that when Viking men died in battle they went here - It was a great hall when dead heroes feasted with Odein.

#### Key date

Viking era - 793 to 1066

#### Creating an app

We will be using 'Everyone can Code' to help us create our own App 'All about the

Some of the local places connected to the Vikings:

Tynemouth Priory - Built in approx AD792. It was attacked many times during the AD 800's  
Lindisfarne - Is an island off the coast of Northumberland which was invaded by Vikings in AD793.

We will be investigating the Vikings and in particular the Viking invasions of the local area. We will be learning about how they travelled/how they lived/jobs/Viking gods and also the most important invasions. We will also learn coding skills to help us create an app which we will launch to teach



Viking weapons



Viking Longship

#### Main Viking Gods:

Odin - The leader of the gods (God of magic, poetry and war)  
Thor - The God of Thunder.  
Freyr - God of Agriculture and Fertility

