



KEY QUESTIONS FOR THIS TOPIC

1. Where did the Anglo-Saxons come from and why?
2. Why did the Anglo-Saxons, Scots and Vikings settle in Britain?
3. How do archaeologists use artefacts to build a picture of the past?
4. Why did the Vikings and Anglo-Saxons struggle for power?
5. How have the Anglo-Saxons and Vikings influenced modern Britain?

TIMELINE

c. 410	The Roman army leaves Britain
c. 450	Angles, Saxons and Jutes begin to settle
563	St Columba founds a monastery on Iona
597	St Augustine arrives at Canterbury
c. 625	The Sutton Hoo ship burial
635	St Aidan founds Lindisfarne
793	Vikings raid the monastery at Lindisfarne
865	The Great Heathen Army lands in England
878	Alfred defeats Guthrum at Edington
886	The Danelaw boundary is agreed
918	Æthelflæd, Lady of the Mercians, dies
927	Athelstan becomes the first king of England
937	Athelstan wins the Battle of Brunanburh
991	Danegeld is paid after the Battle of Maldon
1016	Cnut, a Dane, becomes king of England
1042	Edward the Confessor becomes king
1066	Edward dies — three men claim the throne

PEOPLE TO KNOW

Alfred the Great 871–899	King of Wessex. Hid in the marshes at Athelney, then beat the Vikings at Edington. Built fortified towns called burhs and brought back learning.
Guthrum d. 890	Viking leader. Defeated by Alfred, he was baptised as a Christian and ruled East Anglia in the Danelaw.
Æthelflæd d. 918	Alfred's daughter, Lady of the Mercians. She led armies and took Derby and Leicester back from the Vikings.
Athelstan 924–939	Alfred's grandson. In 927 he became the first king to rule all of England.
Cnut 1016–1035	A Danish king who ruled England, Denmark and Norway.
Edward the Confessor 1042–1066	A deeply religious king who built Westminster Abbey. He died with no children, which led to 1066.

WORDS TO USE

Anglo-Saxons — people from northern Germany and Denmark who settled in Britain after the Romans left.

Vikings — seafaring people from Scandinavia: Denmark, Norway and Sweden.

Heptarchy — the seven Anglo-Saxon kingdoms of early England.

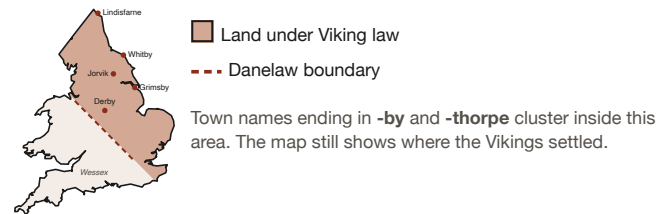
Danelaw — the part of England ruled under Viking law.

Danegeld — silver paid to the Vikings to stop them attacking.

Burh — a fortified town built by Alfred to defend Wessex.

Shield wall — a line of warriors locking their shields together in battle.

THE DANELAW



READING THE MAP

ANGLO-SAXON	MEANING	EXAMPLE
-ham	a home	Nottingham
-ton	a fenced farm	Preston
-ford	a river crossing	Oxford
-ing	the people of	Reading
VIKING	MEANING	EXAMPLE
-by	a village	Grimsby
-thorpe	a smaller village	Scunthorpe
-thwaite	a forest clearing	Bassenthwaite
-kirk	a church	Ormskirk

DAYS OF THE WEEK

Tuesday	Tiw's day — god of war
Wednesday	Woden's day — the chief god
Thursday	Thunor's day — god of thunder
Friday	Frige's day — Woden's wife

*Careful: these are **Anglo-Saxon** gods, not Viking ones. The Viking gods Týr, Odin, Thor and Frigg are their cousins — the two peoples came from nearby lands and shared very old stories.*

Longship — a fast Viking ship that could cross the sea and sail up rivers.

Wergild — "man price": the fine paid for injuring or killing someone.

Moot — a meeting where local people settled arguments and gave judgements.

Shire — an area of land used to govern England; our counties come from these.

Monastery — a place where monks lived, prayed and copied books by hand.

Illumination — decorating a manuscript with gold leaf and bright colours.

Artefact — an object made by people in the past, used by archaeologists as evidence.