

# Teacher Directions

- **Print out** one simulation handout for **each student**
  - Each student must track their own decisions.
- The simulation **requires spinners** with numbers 1-4
  - Depending on your seating setup, I usually have two students share a spinner (Helps keep them honest)
  - These can be made out of paper with a paperclip as the spinner
  - I have attached a blank spinner page to print out if needed
- Give students 2-3 minutes at every scenario to allow for the students to discuss and debate the task at hand. After decisions are locked in and written down, I will then call on a student to explain their reasoning and logic.
- Following the simulation, have students **complete the RAFT writing activity** to reflect on the life of a Viking warrior.
- Most of all, **have fun!** Go through the PowerPoint and even play it with co-workers or friends at home before you play in class with your students. Knowing what's coming next let's you really sell it! I have one simulation like these per unit, check them out!

# Vikings

Simulation Game

How Will History Remember You?

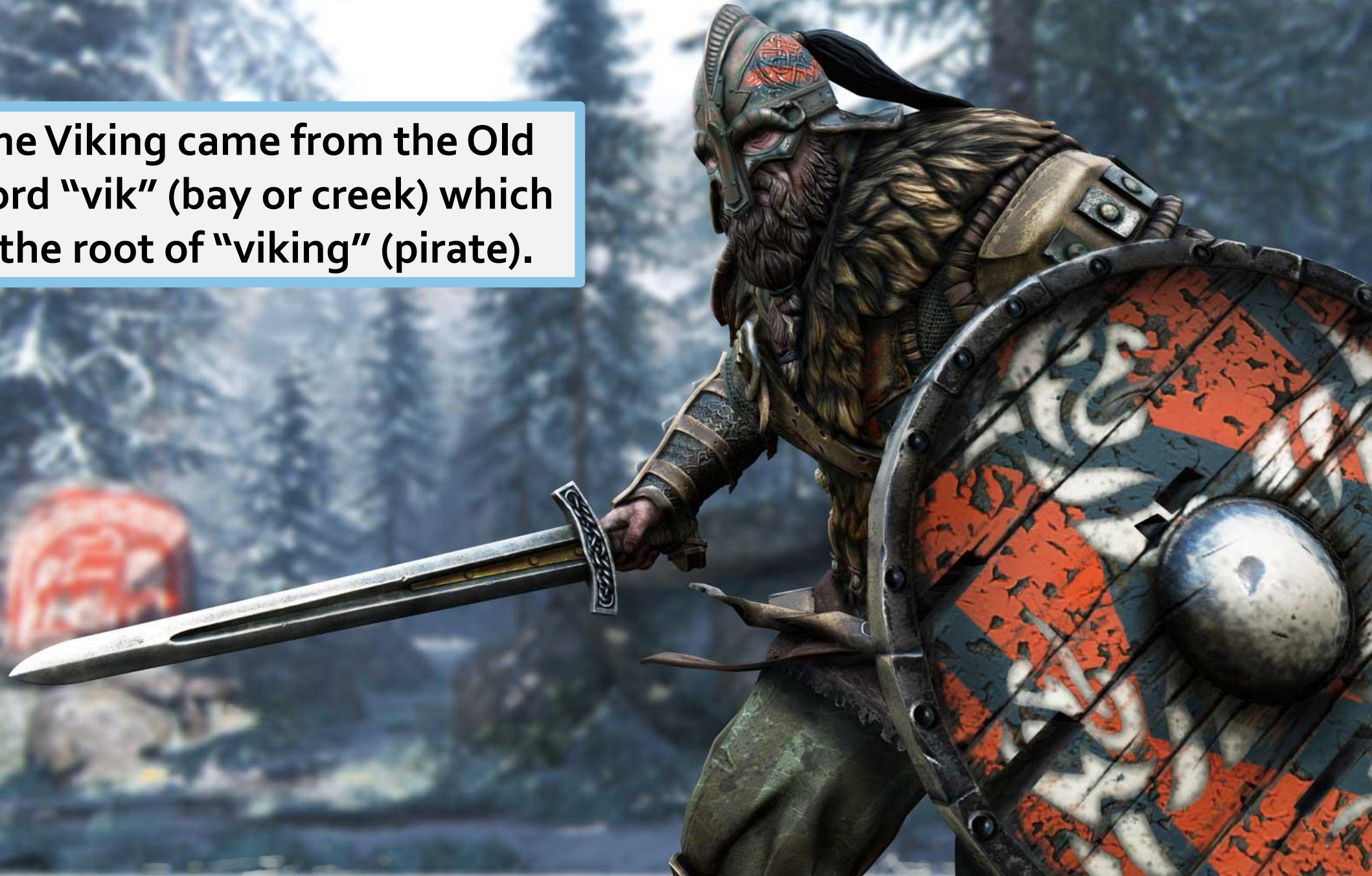


**The Vikings were a seafaring people from the late 8<sup>th</sup> century to early 11<sup>th</sup> century.**

**For three hundred years they established themselves across Northern Europe as traders, explorers, and warriors.**



The name Viking came from the Old Norse word "vik" (bay or creek) which formed the root of "viking" (pirate).



**Today, you will lead the life of a Viking!**

**First, lets use your initials to discover  
your true Viking name...**



# Female Viking Names

**A** - Astrid

**B** - Brenna

**C** - Colby

**D** - Dagny

**E** - Erika

**F** - Freja

**G** - Grete

**H** - Helga

**I** - Ingrid

**J** - Joruun

**K** - Kari

**L** - Lagertha

**M** - Magnhild

**N** - Nadia

**O** - Olga

**P** - Perthar

**Q** - Qve

**R** - Ragna

**S** - Siri

**T** - Tyra

**U** - Uffi

**V** - Valda

**W** - Wulfa

**X** - Xanara

**Y** - Ylva

**Z** - Zunna

# Male Viking Names

**A** - Asmund

**B** - Bjorn

**C** - Colborn

**D** - Dagfinn

**E** - Eirik

**F** - Frey

**G** - Gudmund

**H** - Hammond

**I** - Igor

**J** - Jorgen

**K** - Kennet

**L** - Leif

**M** - Manning

**N** - Nolo

**O** - Odar

**P** - Polle

**Q** - Qor

**R** - Ragnar

**S** - Svend

**T** - Thorvaldr

**U** - Uffe

**V** - Vali

**W** - Welch

**X** - Xanar

**Y** - Ylvar

**Z** - Zunn

**Now, let's use your birth month to discover your title!**





## **Titles**

**January** - the Great

**February** - the Boneless

**March** - the Iron Fist

**April** - the Valiant

**May** - the Devourer

**June** - the Lucky

**July** - the Rockbreaker

**August** - the Smasher

**September** - the Fearless

**October** - the Slayer

**November** - the Bold

**December** - the Young

**Welcome Viking Warrior!**

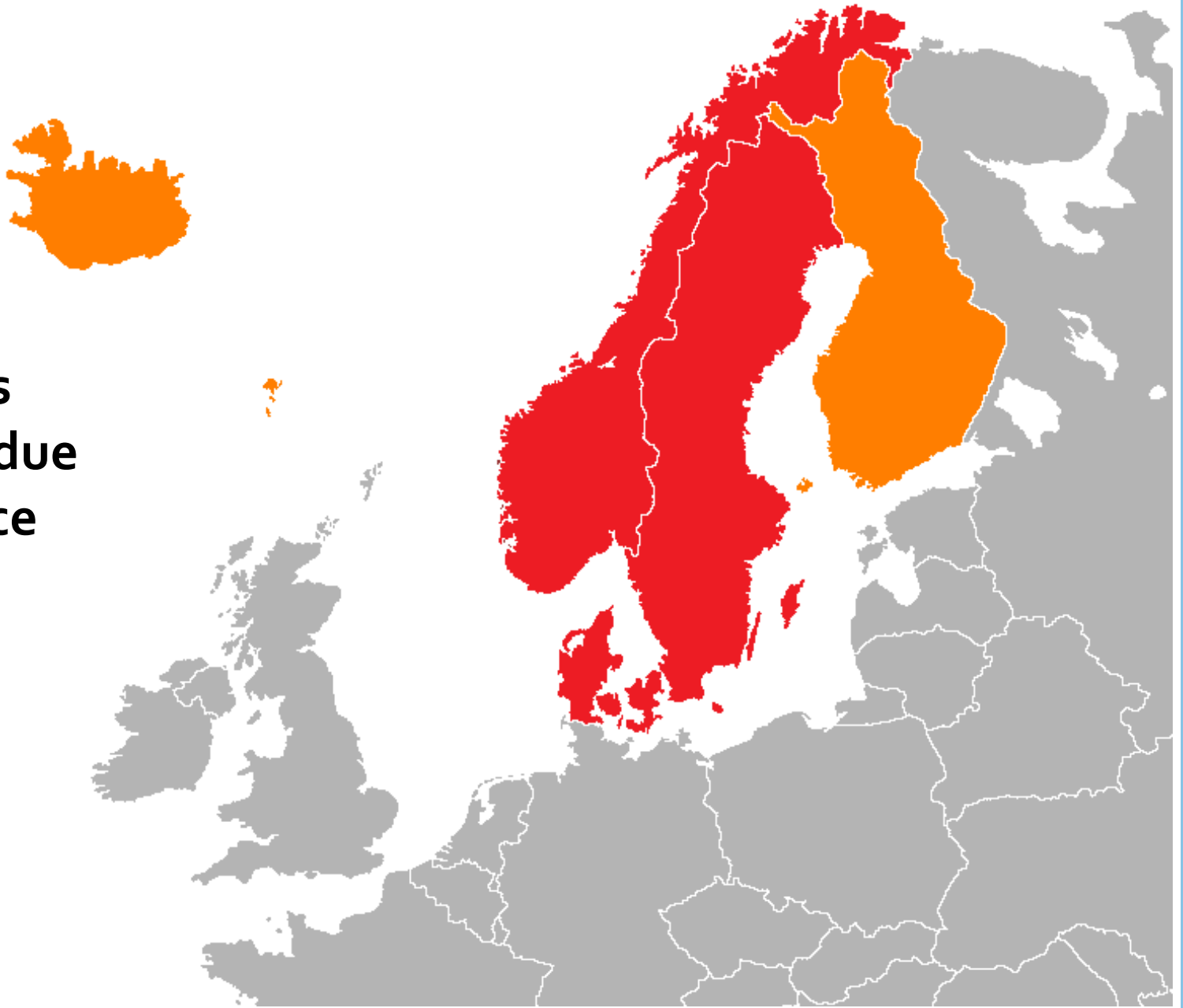
**Let's Begin!**





**You live in a small Viking village called Stormhaven.**

**Most Vikings lived in villages scattered all over Scandinavia due to isolation caused by distance and the cold winters.**





**The people were divided into groups ruled by military chiefs called "*jarls*".**

**Your people have just elected you as the new *jarl* of Stormhaven!**

**You will be tasked with earning as many Viking runes as possible today to impress the Norse gods.**

# How to Play

- **Viking Runes:** Viking warriors harnessed the arcane powers of the runes during war. Inscriptions on weapons and armor were to both protect or bring pain and misery to the enemy.
- Completing challenges will earn you Viking Runes.
- Keep track of all decisions and earned runes on your gamecard.
- At the end of the game, we will see who the top Viking warriors are in the class!



# The Viking Lifestyle

- Vikings were not savages. They lived the majority of their life as farmers, traders, and skilled craftsman.
- Farming was often difficult in Scandinavia due to the short growing season and a rocky soil.
- This hardship often forced Vikings to explore beyond their village.
- Only when commanded by their jarl did they embark on raids to attack, destroy, and plunder. But, is it worth the risk?



# **Voyage #1**

# **Fishing Expedition**



# Voyage #1 – Fishing Expedition

Choose one option below and write it down:

- Keep your Vikings in Stormhaven to farm



- Send your Vikings on a fishing expedition



# Voyage #1 – Fishing Expedition

Choose one option below and write it down:

- Keep your Vikings in Stormhaven to farm



- Send your Vikings on a fishing expedition



**+1 Viking Rune**

Safe Choice



# Voyage #1 – Fishing Expedition

Choose one option below and write it down:

- Keep your Vikings in Stormhaven to farm



- Send your Vikings on a fishing expedition



**+1 Viking Rune**



Safe Choice

**SPIN!!!**

Spin one time to decide  
Stormhaven's fate

# Voyage #1 - Fishing Expedition

**1**  
**2**  
**3**  
**4**

# Voyage #1 - Fishing Expedition

1  
2  
3  
4

Your ship successfully caught large amounts of sturgeon fish.



**+2 Viking Runes**



# Voyage #1 - Fishing Expedition

1

Your ship successfully caught large amounts of sturgeon fish.



**+2 Viking Runes**



2

3

4

Your ship became lost in heavy fog.

**NO REWARD**

# Voyage #1 - Fishing Expedition

1

Your ship successfully caught large amounts of sturgeon fish.



**+2 Viking Runes**



2

3

Your ship successfully caught large amounts of cod fish.



**+2 Viking Runes**



4

Your ship became lost in heavy fog.

**NO REWARD**

# Voyage #1 - Fishing Expedition

1

Your ship successfully caught large amounts of sturgeon fish.



**+2 Viking Runes**



2

Your ship was severely damaged when you struck a small iceberg.

**NO REWARD**

3

Your ship successfully caught large amounts of cod fish.



**+2 Viking Runes**



4

Your ship became lost in heavy fog.

**NO REWARD**





# Fjords

- Narrow, deep bodies of water reaching inland.
- Viking villages used these natural formations as protection from nature's rough weather.
- Calm water allowed for easy fishing and travel.

# **Voyage #2**

# **Exploration**

# Voyage #2 – Exploration

Choose one option below and write it down:

- Keep your Vikings in Stormhaven to farm



- Send your Vikings to explore a nearby fjord



# Voyage #2 – Exploration

Choose one option below and write it down:

- Keep your Vikings in Stormhaven to farm



**+1 Viking Rune**

Safe Choice



- Send your Vikings to explore a nearby fjord



# Voyage #2 – Exploration

Choose one option below and write it down:

- Keep your Vikings in Stormhaven to farm



**+1 Viking Rune**



Safe Choice

- Send your Vikings to explore a nearby fjord



**SPIN!!!**

Spin one time to decide  
Stormhaven's fate

# Voyage #2 - Exploration

**1**  
**2**  
**3**  
**4**

# Voyage #2 - Exploration

1  
2  
3  
4

You discovered a fjord with a large amount of fresh fish and resources.



**+2 Viking Runes**



# Voyage #2 - Exploration

1

2

3

4

Your discovered a fjord with a large amount of fresh fish and resources.

Your ship found nothing of interest.



**+2 Viking Runes**



**NO REWARD**



# Voyage #2 - Exploration

1

2

3

4

Your discovered a fjord with a large amount of fresh fish and resources.

Your ship found nothing of interest.

Your ship found nothing of interest.



**+2 Viking Runes**



**NO REWARD**

**NO REWARD**

# Voyage #2 - Exploration

1

You encountered a friendly village who welcomed you as a trading partner.



+2 Viking Runes



2

Your discovered a fjord with a large amount of fresh fish and resources.



+2 Viking Runes



3

Your ship found nothing of interest.

NO REWARD

4

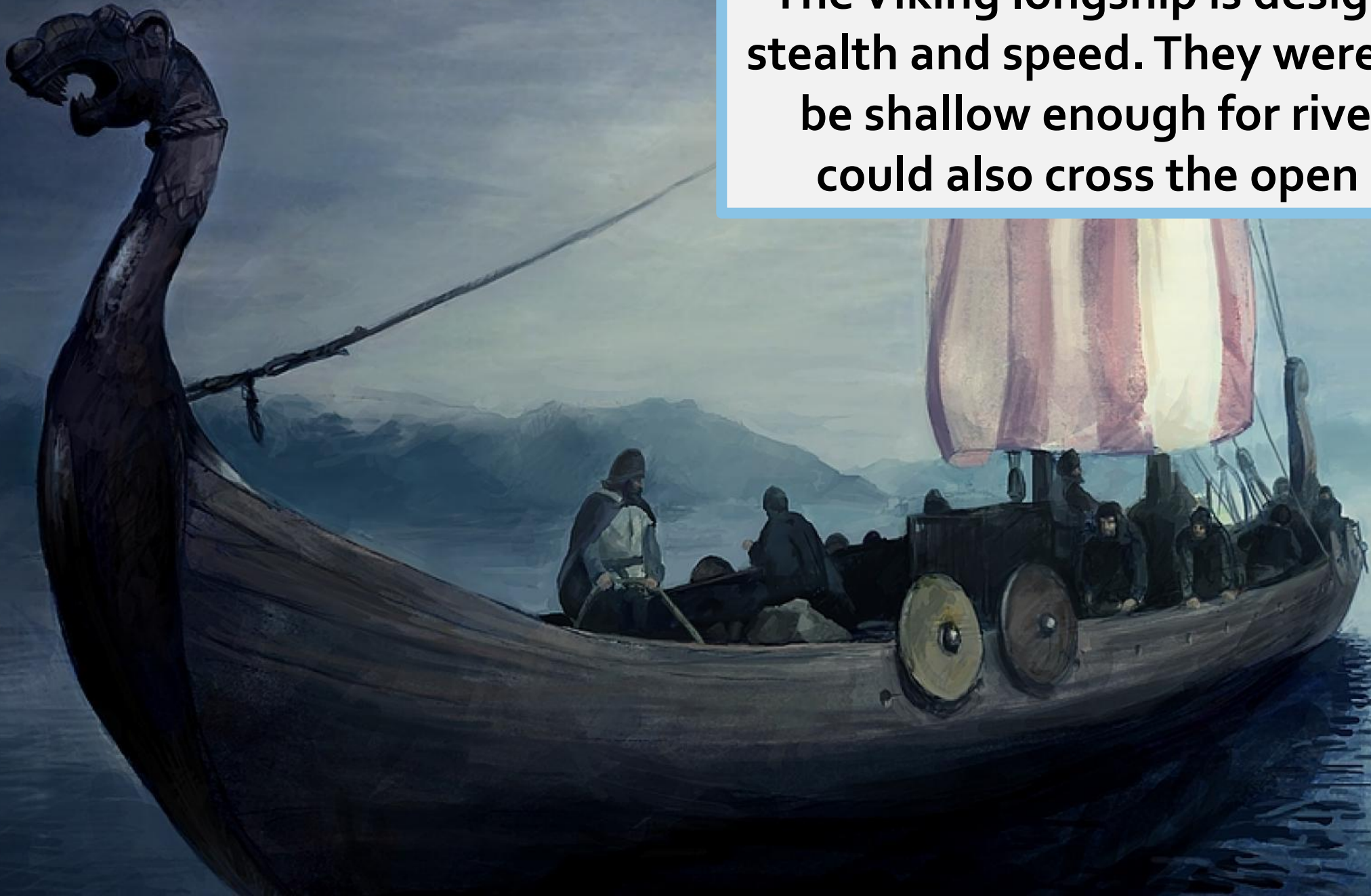
Your ship found nothing of interest.

NO REWARD

**As *jarl* of Stormhaven, you have decided to build more longships, the signature ship of the Vikings.**



**The Viking longship is designed for stealth and speed. They were built to be shallow enough for rivers but could also cross the open seas.**



**As you build your ships, you pray to  
Odin... God of Wisdom and War.**





# Odin's Challenge



# Odin

- God of Wisdom and War
- Lives in the Halls of Valhalla
  - A paradise where slain Viking warriors arrive
- Discovered Runes
  - The system of writing and magic
- Viking Warriors pray to him for protection and guidance while at sea



## The Frost Giant

The Vikings believed that the gods were enemies of the evil giants. The chief god Odin killed the evil frost giant with help from his brothers.

Then Odin and his brothers made the world from the dead giant's huge body.

They made the ocean from his blood.

They made the mountains from his bones and the trees from his hair.

And they made the sky from the top of his head.



# Thought and Wisdom

Odin would send out his two ravens each morning to fly around the world, named Thought and Memory. The birds brought back news and information to him.

Odin loved knowledge so much that he gave up one of his eyes for a drink from the Well of Wisdom.

**Odin will reward you with a Viking Rune if you can complete his memory challenge!**

**Good luck!**



# Odin's Challenge

- Your teacher will show you a picture for the next ten seconds.
- Remember all that you can!



# Odin's Challenge

- Your teacher will show you a picture for the next ten seconds.
- Remember all that you can!
- 10...
- 9...
- 8...
- 7...
- 6...
- 5...
- 4...
- 3...
- 2...
- 1...

# Odin's Challenge

- Write down how many worlds you saw!



# Odin's Challenge

- Write down how many worlds you saw!

Nine Worlds = +1 Viking Rune

Incorrect = No Reward





# Yggdrasil – The World Tree

- Asgard – Realm of the Gods
- Alfheim – Realm of the Light Elves
- Vanaheim – Realm of the Vanir
- Midgard – Realm of Mankind
- Scartalfheim – Realm of Dark Elves
- Nidavelir – Realm of the Dwarves
- Jotunheim – Realm of the Ice Giants
- Helheim – Realm of the Dead



# Yggdrasil – The World Tree

- The mighty tree whose trunk rises at the center of the Norse spiritual cosmos
- All nine worlds are entwined within its branches and roots
- Serves as a pathway between the nine dimensions for gods to travel
- When the tree trembles, it signals the arrival of Ragnarök, the destruction of the universe

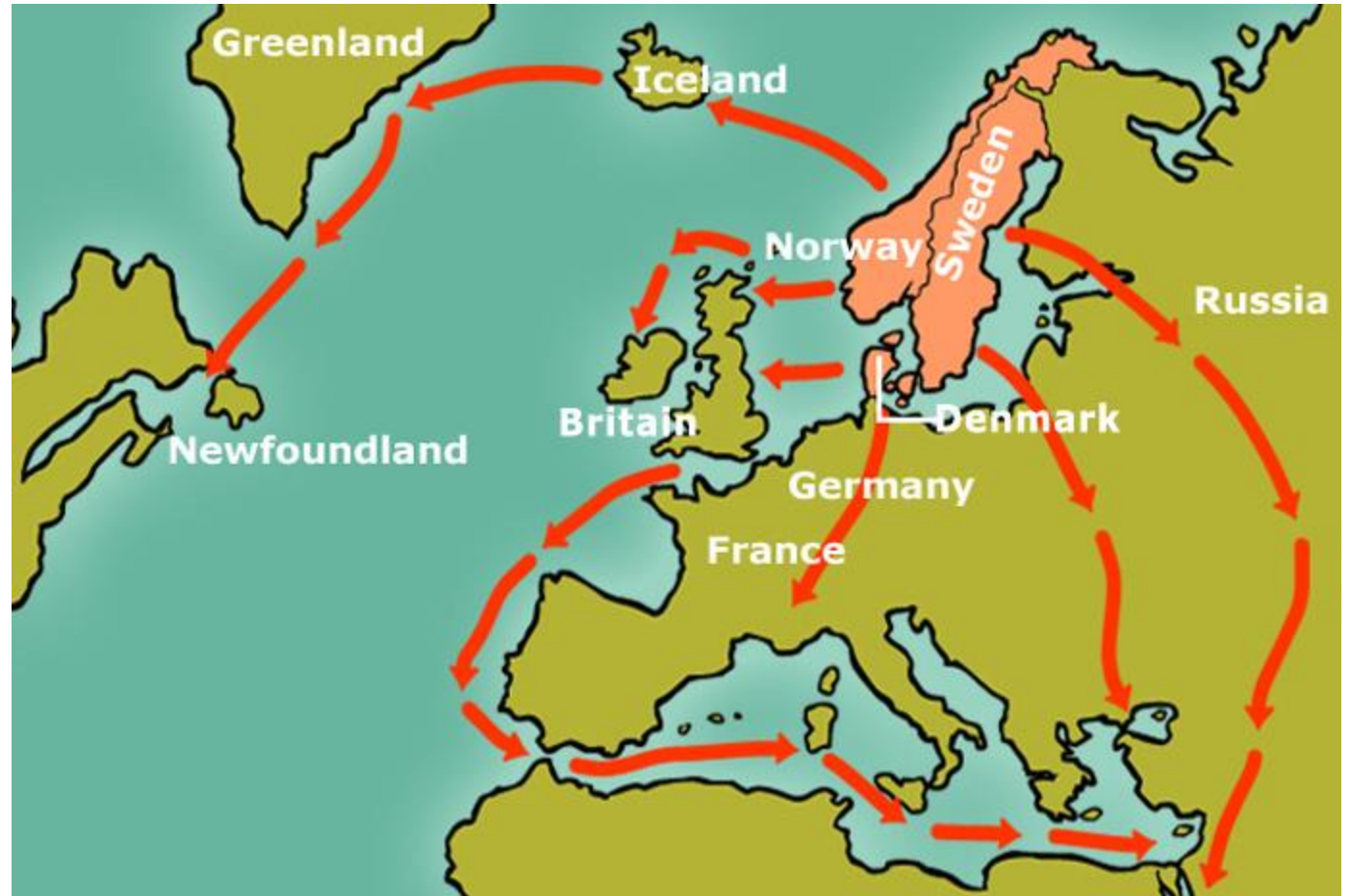
# **Voyage #3**

# **Trade Routes**



# Voyage #3 – Trade Routes

- The Vikings were great traders who traveled far and wide buying and selling goods.
- The Vikings exchanged goods with Britain, the Mediterranean, and even as far as Jerusalem.
- Each item was put to great use.



# Voyage #3 – Trade Routes

Match each trade item to its correct use by the Vikings!

- Salt
- Amber
- Blubber
- Whale Bone
- Timber
- Honey
- Olive Oil

\_\_\_\_\_ = Alcohol  
\_\_\_\_\_ = Boatbuilding  
\_\_\_\_\_ = Cooking  
\_\_\_\_\_ = Jewelry  
\_\_\_\_\_ = Spoons  
\_\_\_\_\_ = Food  
\_\_\_\_\_ = Preservation

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7/7 Correct = +1 Viking Rune

Incorrect = No Reward



# Voyage #3 – Trade Routes

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# Voyage #3 – Trade Routes

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- Honey
- Olive Oil

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\_\_\_ Olive Oil \_\_\_ = Cooking

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\_\_\_ Blubber \_\_\_ = Food

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- Olive Oil

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\_\_\_ Timber \_\_\_ = Boatbuilding

\_\_\_ Olive Oil \_\_\_ = Cooking

\_\_\_ Amber \_\_\_ = Jewelry

\_\_\_ Whale Bone \_\_\_ = Spoons

\_\_\_ Blubber \_\_\_ = Food

\_\_\_ Salt \_\_\_ = Preservation

7/7 Correct = +1 Viking Rune

Incorrect = No Reward



**As *jarl* of Stormhaven, you have decided you will embark on your first raiding expedition. You prepare your longships, supplies, and arm your warriors with weapons and shields.**



**Time to pray to Thor, the protector of mankind.**





# Thor's Offering



# Thor

- God of Thunder, Son of Odin
- A clap of thunder was understood as Thor in battle, a bolt of lightning was his hammer striking down, and rain meant his victory.
- Vikings viewed him as the ideal warrior and as a protector of crops.

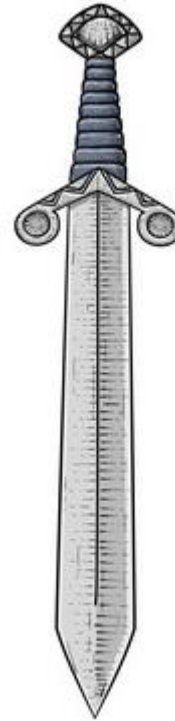
**Thor has offered you a variety of weapons to use for the raid, what is your fighting style?**

# Thor's Offering

Choose your weapon and draw it in the box!



Hammer



Sword



Axe



Flail



Spear

# Thor's Offering

Design your wooden shield!

Use these Viking patterns to inspire you.





# **Voyage #4**

## **Raiding**

# Voyage #4 – Raiding

Choose where to attack  
and write it down:

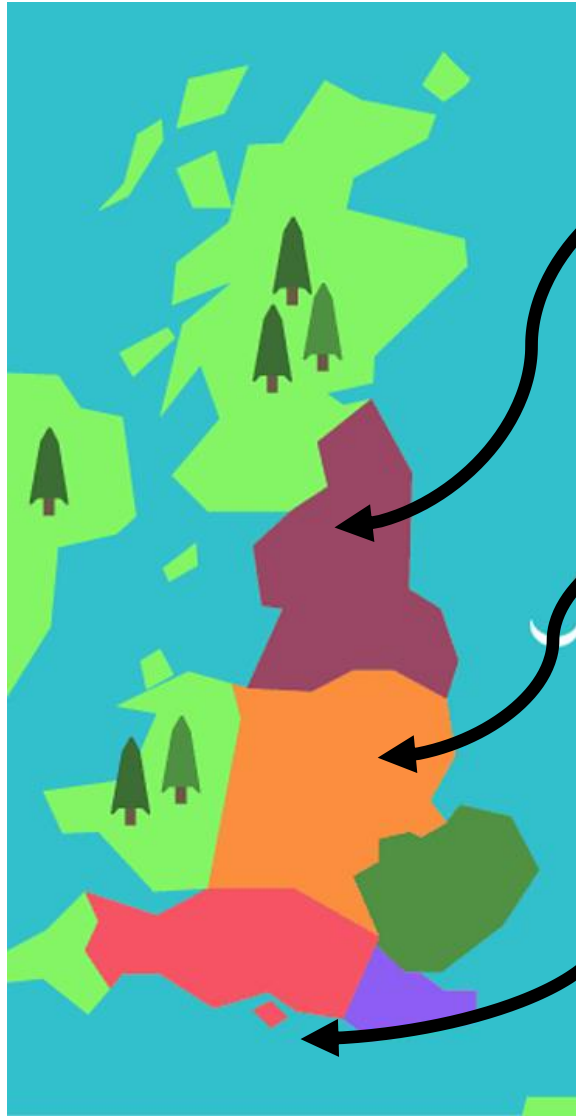


• Northumbria

• Mercia

• Wessex

# Voyage #4 – Raiding

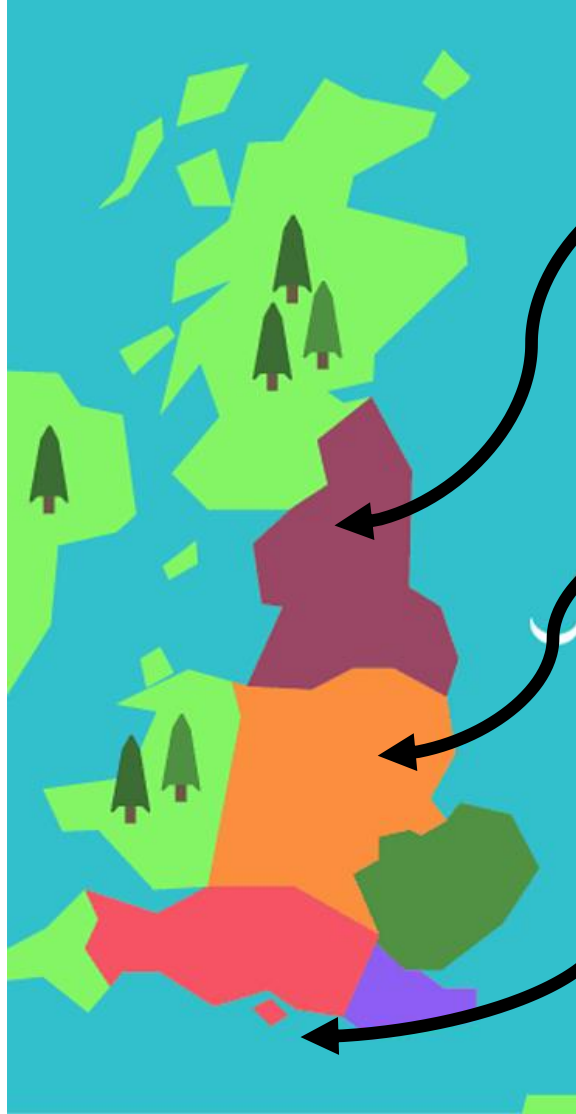


• Northumbria –

• Mercia –

• Wessex –

# Voyage #4 – Raiding



- Northumbria – In 793, the Vikings shocked Europe with fear by raiding a defenseless monastery.

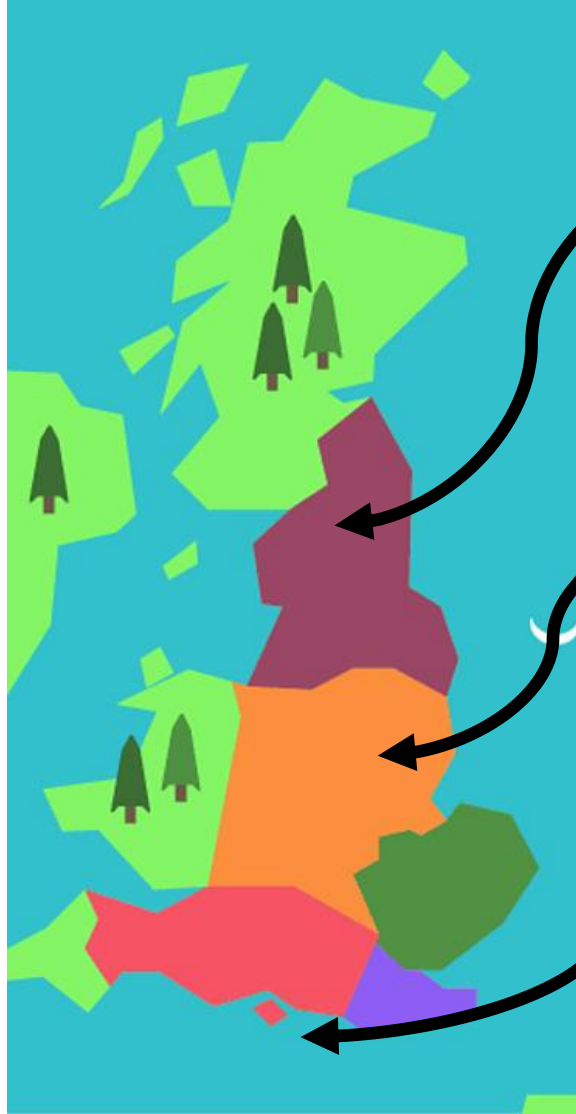
**+2 Viking Runes**



- Mercia –

- Wessex –

# Voyage #4 – Raiding



- Northumbria – In 793, the Vikings shocked Europe with fear by raiding a defenseless monastery.

**+2 Viking Runes**



- Mercia – The Vikings led a massive land invasion and swept through Mercia lands.

**+3 Viking Runes**



- Wessex –

# Voyage #4 – Raiding



- Northumbria – In 793, the Vikings shocked Europe with fear by raiding a defenseless monastery.

**+2 Viking Runes**



- Mercia – The Vikings led a massive land invasion and swept through Mercia lands.

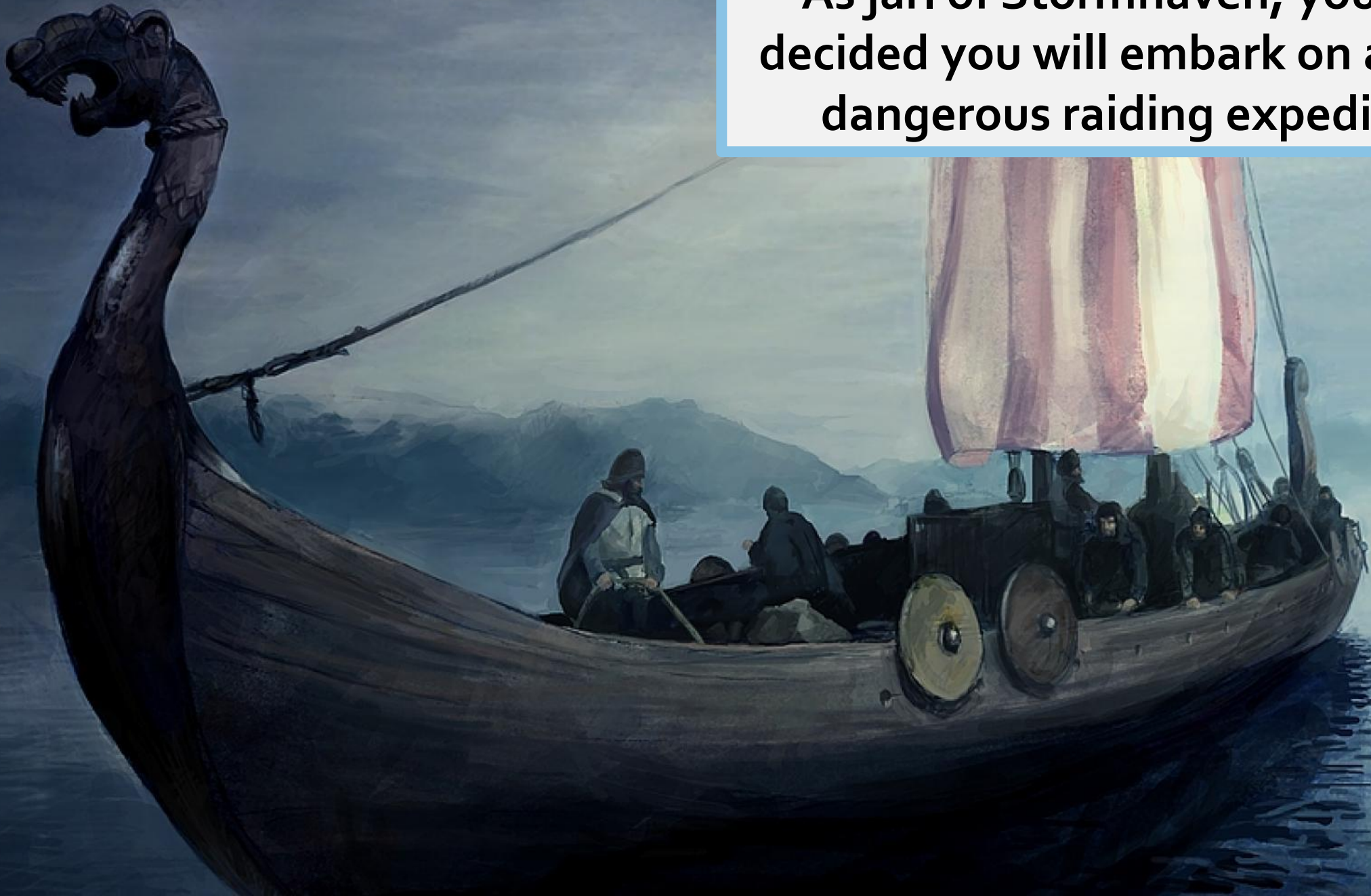
**+3 Viking Runes**



- Wessex – Alfred the Great, King of Wessex, defeated Viking attacks multiple times.

**NO REWARD**

**As jarl of Stormhaven, you have decided you will embark on another dangerous raiding expedition.**



**Time to pray to Loki, the shapeshifting god.**







# Loki's Riddle



# Loki

- Trickster, both helpful and malicious
- Forms alliances with anyone to gain an advantage, he is not to be trusted
- Killed Odin's son Baldur
- Viking Warriors viewed him as a symbol of destruction that precedes new growth

# Loki's Riddle

This old one runs forever, but never moves at all.

I do not have lungs, or a throat, but I still have a mighty roaring call.

What am I?

- Boat
- Lake
- Thunder
- Earthquake
- Fire
- Waterfall
- Mountain
- Waves
- Lightning

Loki will reward you with a Viking Rune if you can solve his riddle! Write your choice down!



# Loki's Riddle

This old one runs forever, but never moves at all.

I do not have lungs, or a throat, but I still have a mighty roaring call.

What am I?

## Waterfall

Correct = +1 Viking Rune



Incorrect = No Reward



# Skogafoss Waterfall in Iceland



- Waterfalls are in many stories and legends
- According to legend, a Viking named Thrasi hid a chest of gold under this waterfall and it's still waiting to be discovered

# **Voyage #5 Settlement**

# Voyage #5 – Settlement



You have decided to settle your people amongst new lands. Spin to discover where you will land!

**SPIN!!!**

# Voyage #5 - Settlement

**1**  
**2**  
**3**  
**4**



# Voyage #5 - Settlement

1

2

3

4

You land in Greenland, a harsh environment of glaciers and ice fields.

**+1 Viking Rune**



# Voyage #5 - Settlement

1

2

3

4

You land in Greenland, a harsh environment of glaciers and ice fields.

**+1 Viking Rune**



You land in Russia, where you will rule successfully for the next six centuries.

**+2 Viking Runes**



# Voyage #5 - Settlement

1

2

You land in Greenland, a harsh environment of glaciers and ice fields.

**+1 Viking Rune**



3

You land in Iceland, a beautiful island with fertile land to farm and raise livestock.

**+3 Vikings Runes**



4

You land in Russia, where you will rule successfully for the next six centuries.

**+2 Viking Runes**



# Voyage #5 - Settlement

1

Your fleet is lost at sea, the Norse gods did not protect you.

**NO REWARD**

2

You land in Greenland, a harsh environment of glaciers and ice fields.

**+1 Viking Rune**



3

You land in Iceland, a beautiful island with fertile land to farm and raise livestock.

**+3 Vikings Runes**



4

You land in Russia, where you will rule successfully for the next six centuries.

**+2 Viking Runes**



# Viking Settlements





# Valkyrie's Decision

Upon settling the new land, you ruled and defended your people for many years.



**In Viking culture, how you leave this earth is very important.**

**Let's allow the Valkyries to determine your fate.**







# Valkyries

- Translates to “Choosers of the Slain”
- Odin’s Shieldmaidens
- Carry the chosen dead Viking Warriors to the Hall of Odin, Valhalla

**Let’s find out how your story ends!**

# SPIN!!!

# Valkyrie's Decision

**1**

**2**

**3**

**4**

# Valkyrie's Decision

1

You died of old age while still under command of your people. The Valkyries have taken you to Helheim, the underworld.

2

Helheim is full of life and here you will continue your Viking ways of life. Eating, drinking, fighting, and sleeping.

3

4

**+1 Viking Rune**



# Valkyrie's Decision

1

You died of old age while still under command of your people. The Valkyries have taken you to Helheim, the underworld.

2

Helheim is full of life and here you will continue your Viking ways of life. Eating, drinking, fighting, and sleeping.

3

You died fighting in combat, the greatest possible way a true Viking warrior leaves this earth. The Valkyries take you to Valhalla, Odin's Hall with whom only those he deems worthy may dwell with him. Here you will live an afterlife that all Vikings will envy.

4

**+1 Viking Rune**



**+4 Viking Runes**



**Viking Warrior, well done.**

**Compare your final score with nearby warriors and see who the true Champions of Valhalla are!**

