

HISTORY OF THE ANGLO-SAXONS



Learning Outcome:

I am learning to identify who the Anglo-Saxons were and where they came from

WHERE DID THE ANGLO-SAXONS COME FROM?



Do you know what these
places are called today
and who lives there?

[Click here to view a map](#)

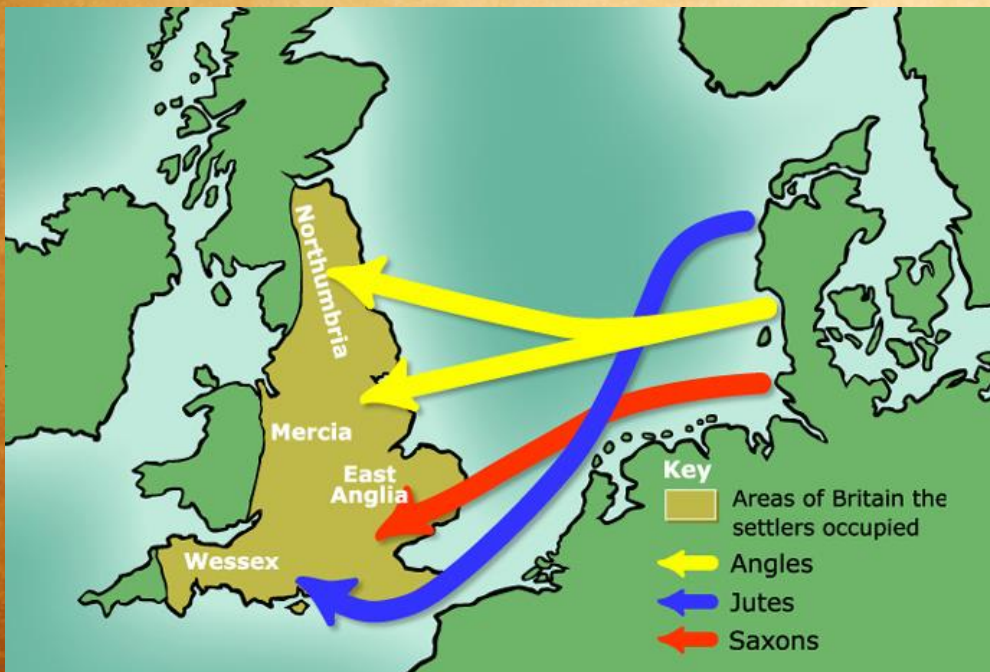
Why do you think they
came to England?

The Anglo-Saxons came from Denmark, Germany and the Netherlands.

These fearsome warriors rowed across the North Sea in wooden boats to England and forced the tribes in Britain to flee their homes.

Within a few centuries, the land they had invaded was known as England, after the Angles.

They ruled England for about 500 years!



WHY DID THEY COME?

Historians are
not sure...



Possibilities:

- Saxon warriors were invited to come, to help keep out invaders from Scotland and Ireland
- Their land often flooded and it was difficult to grow crops... looking for new places

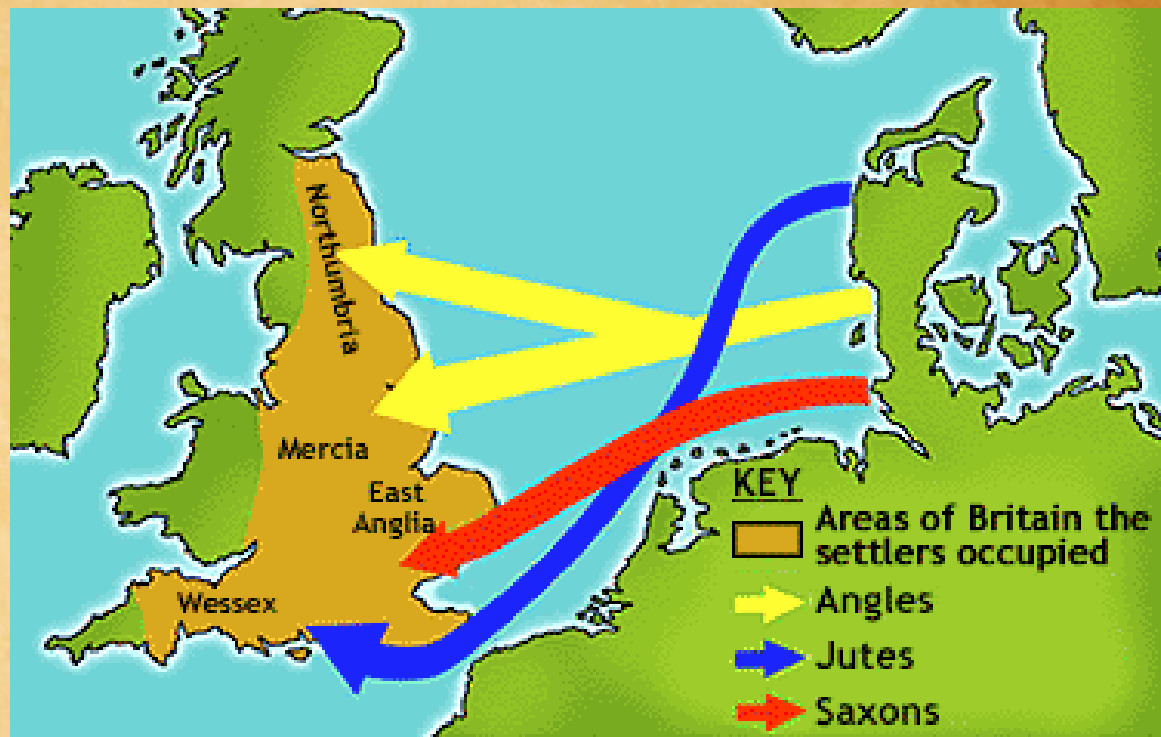
VIDEO: HOW/WHY THE ANGLO-SAXONS CAME TO BRITAIN

http://www.bbc.co.uk/schools/primaryhistory/anglo_saxons/who_were_the_anglo-saxons/ "The Journey to Britain"

There were three groups of people who settled in Britain which together, are called the Anglo-Saxons.

These three groups are called:

- ❖ Jutes
- ❖ Angles
- ❖ Saxons



The Angles and the Saxon tribes were the largest of the three attacking tribes and so we often know them as Anglo-Saxons.

ANGLO-SAXON TIMELINE

350 -	Anglo-Saxons raid English shores and are beaten back by the Romans
410	Romans Leave England and England shores are unprotected
449 - 550	Arrival of Jutes from Jutland, Angles from South of Denmark and Saxons from Germany.
450	Saxons, from Germany, settle in Kent.
556	Seven kingdoms are created across Britain
597	St Augustine brings Christianity to Britain from Rome and becomes Archbishop of Canterbury
617	Northumbria becomes the Supreme Kingdom
779	Mercia becomes the Supreme Kingdom and King Offa builds a Dyke along the Welsh Border

QUIZ TIME!



Think (can write down if you want)

Pair (share answer with a partner)

Share (will pick students to share at random)

- 1. Where did the Anglo-Saxons come from?**
- 2. How did they get to England?**
- 3. When did they invade/settle in England?**
- 4. Why did they come to England?**
(two possible reasons...)

WHO WERE THE ANGLO-SAXONS?

- Warrior-farmers
- Began to invade Britain while the [Romans](#) were still in control
- Wanted control and land



The Anglo-Saxons were tall, fair-haired men, armed with swords, spears and round shields.

Their other skills consisted of hunting, farming, textile (cloth) production and leather working.



WHO WERE THE ANGLO-SAXONS?

Men

- Knives/spears found in their graves
- Suggests they were involved in hunting, fighting, and farming



Everyone would help out with the farming.

Women

- Sewing/weaving tools often found in graves
- Suggests they made clothes (textile production)

YOUR TASK...

Create an information passport for an Anglo-Saxon.

Use your imagination from what you have learned and you must include:

- Name
- Where they were born
- How they travelled
- What was their job title?
- A picture of an Anglo-Saxon
- A small description of why they came to England.



ANGLO-SAXON NAMES

Men:

- Aldfrid
- Bertwald
- Eadbert
- Hengist
- Offa
- Osfrid
- Oswald
- Redwald
- Sigbert
- Thrydwulf
- Wictred
- Wilfrid
- Womar
- Wuffa

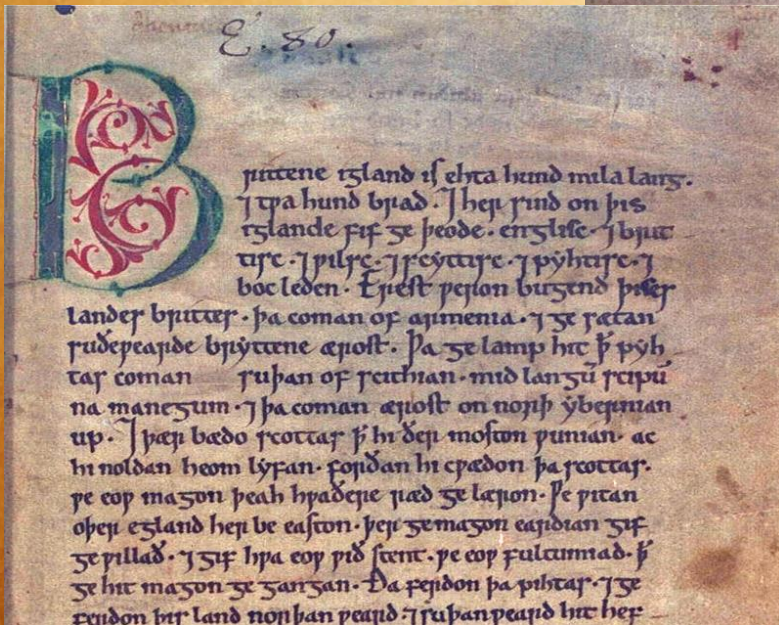
Women:

- Acha
- Aelfled
- Aedelhild
- Blida
- Coenberg
- Eanfled
- Edyo
- Earcongota
- Ethel
- Gerta
- Hilda
- Helga
- Hereswid
- Milda
- Thieda
- Witta

HOW WE KNOW ABOUT THEM...



Artifacts



Some texts

- *The Anglo-Saxon Chronicle* by the Venerable Bede (a monk from Northumbria)



This is what an Anglo-Saxon house was like. The people are modern but wearing 'Anglo-Saxon' clothes.



Anglo-Saxon pottery, made between AD 500 and 700. Different shapes and sizes of pots had different uses.



Anglo-Saxon shoes. They are made of leather, probably from a cow's skin.



Ploughing a field in the spring. Oxen pull the heavy wooden plough. The picture comes from a calendar made about AD 1030.



This picture shows a smith heating iron in a fire. Other men watch and warm their hands.



This picture from an Anglo-Saxon book shows shepherds looking after their sheep.

VIDEOS

- http://www.bbc.co.uk/schools/primaryhistory/anglo_saxons/anglo-saxon_life/
 1. Anglo-Saxon Settlement (3:26)
 2. Anglo-Saxon village (2:59)
 3. Anglo-Saxon Chronicle (2:19)

The logo for the television series 'Horrible Histories' is centered on a dark, starry background. The text 'HORRIBLE HISTORIES' is written in a red, stylized, gothic-style font with a white outline. The text is enclosed within a white rectangular border with decorative, slightly irregular corners, all set against a dark green and blue nebula-like background.

HORRIBLE HISTORIES

- S1E8: Dung (15:00-16:57)
- S2E7: words we get from Saxons, sign of the cross (13:27-14:50)
- S2E12: cures advert, helmet, words (13:55-16:40)

**ANGLO-SAXON
BELIEFS / RELIGION**

EARLY ANGLO-SAXON BELIEFS

“Pagans”- believed in many gods

- King of Anglo-Saxon gods
= Woden
- God of thunder = Thunor
- God of love = Frige
- God of war = Tiw

Fun Facts

Four Anglo-Saxon gods gave their names to days of the week: Tiw/Tuesday; Woden/Wednesday; Thunor/Thursday and Frige/Friday.



Superstitious: believed in lucky charms. Thought that magic rhymes, potions, stones, or jewels would protect them from evil spirits/sickness.

The logo for the television series "Horrible Histories" is centered on a dark, starry background. The text "HORRIBLE HISTORIES" is written in a red, stylized, serif font with a white outline. The text is enclosed within a white rectangular border with a red double-line outline and decorative corner brackets.

HORRIBLE HISTORIES

- S5E1: gods (00:33-4:43)
- S2E6: weather forecast, keeping ghosts away (9:00-12:30)
- S4E10: mythological monsters (14:35-19:50)

THEY BECOME CHRISTIANS

597: the Pope in Rome decided it was time that Anglo-Saxons in southern Britain heard about Christianity

- Sent a monk named Augustine to Kent
 - His job= persuade the king to become Christian



THEY BECOME CHRISTIANS

Over the next 100 years, many Anglo-Saxons turned to Christianity.



Many new churches & monasteries were built.

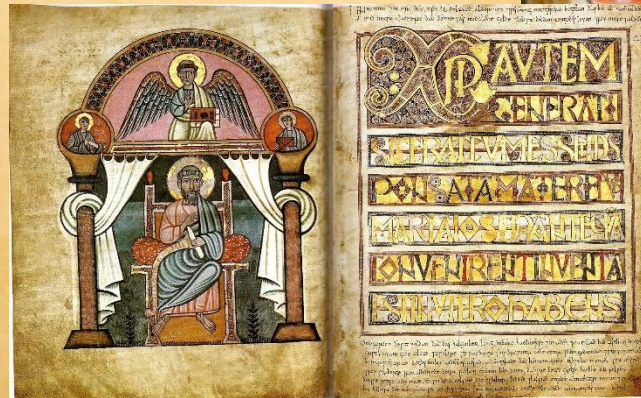
The logo for the television series 'Horrible Histories' is centered on a dark, starry space background. The text 'HORRIBLE HISTORIES' is written in a red, stylized, blocky font with a white outline. The text is enclosed within a white rectangular border with a red double-line outline and decorative corner brackets.

HORRIBLE HISTORIES

- S5E5: universe, conversion to Christianity (0:33-4:32)

MONASTERIES

- Centres of learning
- Monks & nuns pray, study, work in field/workshops
- Copied out books by hand





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 mid uncre clareneƿo dāc domne ƿřř mid clare golde 7 dāc ƿř dōdan ƿorřodř řapun ƿřor uncre ƿulle đayř

IN **PR** **AVIEM**
GENERAVIT
SICERATEVM **MESSEIUS**
DONSAITAM **MATEREM**
MARIAM **SEBANTIA**
CONVENIRE **ITIVENTIA**
EST **INTER** **HABENS**

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HORRIBLE HISTORIES

- S1E12: ink, monastery food (00:33-4:26)

KINGS & LAWS

ONE KING OR MANY?



- Each group of Anglo-Saxon settlers had a leader or war-chief.
- A strong leader became 'cynning' - Anglo-Saxon for 'king'.
- Each king ruled a kingdom and led a small army. There were many quarrels and wars between kings, to see who was the strongest.

THEGN

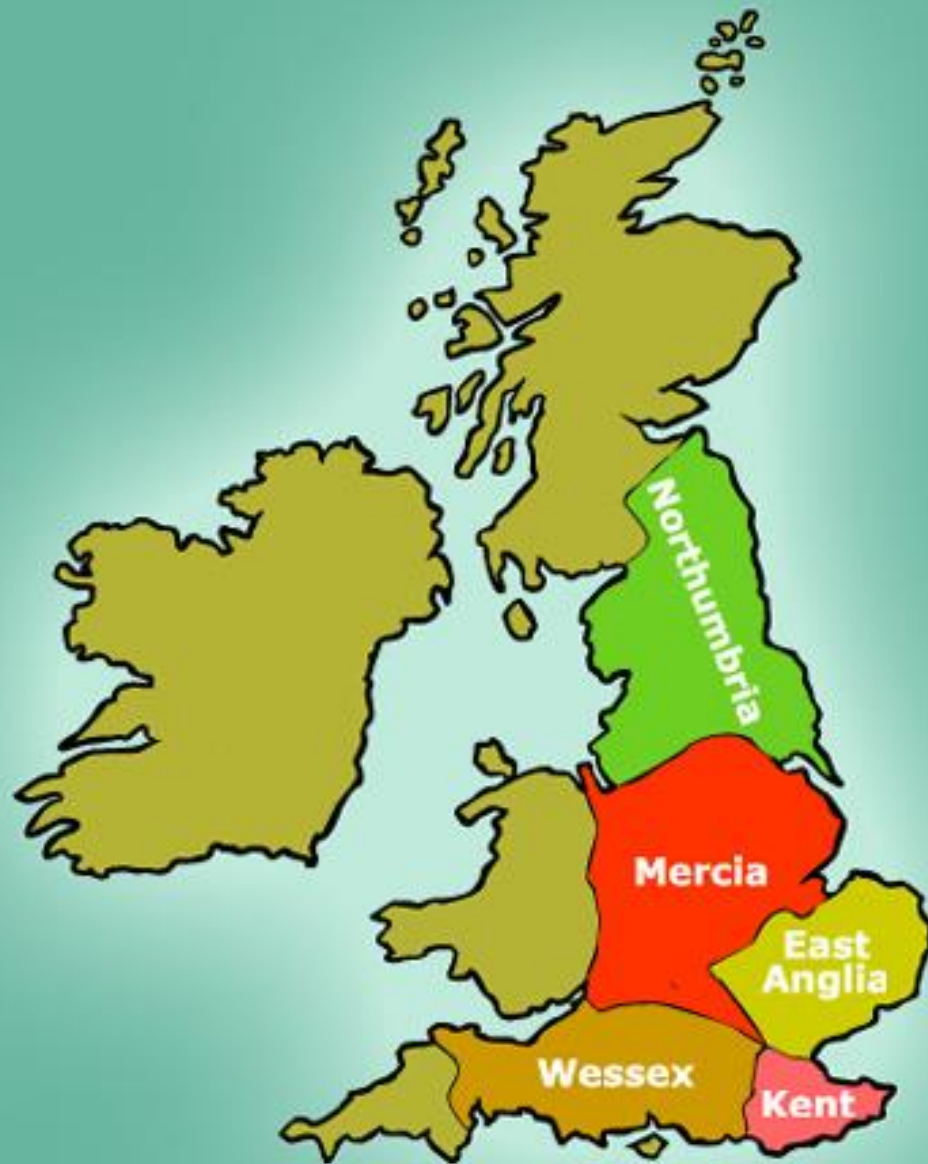
- A lord
- Held land from the king
- Led a small army
- Owed the king military service



ONE KING OR MANY?



- By around AD 600 there were five important Anglo-Saxon kingdoms. They were Northumbria, Mercia, Wessex, Kent and East Anglia.
- From time to time, the strongest king would claim to be 'bretwalda' - which meant ruler of all Britain.



By around AD 600 there were five important Anglo-Saxon kingdoms. They were Northumbria, Mercia, Wessex, Kent and East Anglia.

SUTTON HOO: A KING'S BURIAL





KINGS: ALFRED THE GREAT



Why was Alfred so great?

- Great Anglo-Saxon kings included Offa of Mercia (who built Offa's Dyke) and Edwin of Northumbria (who founded Edinburgh or 'Edwin's burh'). But the most famous of all is Alfred, the only king in British history to be called 'Great'.

ALFRED THE GREAT

- ❖ Born 849, died 899.
- ❖ His father was king of Wessex
- ❖ Alfred became king of all England
- ❖ He fought the [Vikings](#), and then made peace so that English and Vikings settled down to live together.
- ❖ He encouraged people to learn and he tried to govern well and fairly.



ANGLO-SAXON CRIME AND PUNISHMENT

CRIME & PUNISHMENT

- The Anglo-Saxons didn't have prisons
- People found guilty of crimes = executed or punished with fines.
- If a person killed someone, they paid money to the dead person's relatives. This was 'wergild'. The idea was to stop long quarrels or 'blood feuds' between families.

CRIME & PUNISHMENT

- Even body parts cost money! Try to match the body part with the cost.

Nose	1 shilling
Big toe	9 shillings
Little toe	60 shillings
Back tooth	4 shillings
Nail of little finger	20 shillings

CRIME & PUNISHMENT

Nose = 60 Shillings

Big toe = 20 Shillings

Little toe = 9 Shillings

Back tooth = 4 shillings

Nail of little finger = 1 shilling

PUNISHMENTS

- Unlike in Canada today, the Anglo-Saxons had the death penalty and torture for all sorts of crimes.

Which would you choose and why?



Stoning	Hanging	Drowning
Burning	Beheading	Having your neck broken

PUNISHMENTS

- If a judge didn't want you dead, he could cut off your body parts instead.

Which could you do without? Why?



Hand	Scalp	Foot
Nose	Eye	Ear
Upper lip	Tongue	

PUNISHMENTS

- You could also be...
 - Branded
 - Put in the stocks
 - Whipped



QUIZ TIME!



Question 1 :

Thieves were legally allowed to hide in a church before they were taken away to be punished for their crimes.

How long could they hide for?

- a) 40 hours b) 40 days c) 40 years

QUIZ TIME!



Question 2:

A man has been caught stealing – not once – but twice! How will he be punished?

- a) Cut off his hair
- b) Cut of his hand
- c) Cut off his head

QUIZ TIME!



Question 3:

In Anglo-Saxon England, many parents accidentally hurt their children but trying out 'cures' to illnesses. In the 700s a law was passed to try and protect children from these dangers. A mother gets 5 years of punishment for trying to cure her child's fever. What did she do?

- a) Held her too close to the fire
- b) Ducked her in the village pond
- c) Put her in the oven!

QUIZ TIME!



Question 4:

Foreigners in England couldn't be trusted – they may have been spies for an enemy. They had to stay on main roads, and blow a horn if they left the path he was on! What happened to the foreigner who broke this law?

- a) Killed as a thief
- b) Send him home
- c) Fine him a penny for every step he took off the path

QUIZ TIME!



Question 5

As we said, there were no prisons in Anglo-Saxon villages. Fines were much easier to give. Which of these crimes was punished with a fine?

- a) eating meat on a 'fast' or holy day
- b) making a sacrifice to a pagan god
- c) unlawful marriage

QUIZ TIME!



Question 6:

Murder was seen as an act against the victim's family, not the victim. Accidentally, a man chops down a tree and it kills his neighbour. What must he do?

- a) Pay the family their weregild money, the same as for a real murder
- b) Take the place of the victim in the family
- c) Kill himself

QUIZ TIME!



Question 7:

There is no police force in Saxon England, so no evidence against a suspect like fingerprints. How do you check a suspects story then?

- a) If he swears an oath on the Bible then he is telling the truth
- b) If he remains silent then he is innocent
- c) If he swears an oath, but stammers, he is guilty!

QUIZ TIME!



Question 8

A man says he is innocent and wants to take a trial by 'ordeal' – a dangerous test where God will protect him if he is innocent. Which one should he take?

- a) He must grip a red-hot iron bar and not be burned
- b) He must be tired up and thrown in the river and float
- c) He must pull a stone from boiling water...and not be scalded.

QUIZ TIME!



Question 9:

Someone has been found guilty of witchcraft!
How can you execute them?

- a) Boiling
- b) Starving
- c) Guillotine

QUIZ TIME!



Question 10:

A man has run away from punishment – he has then lived outside the law and is now an 'outlaw.'
This means...

- a) He doesn't have to pay tax
- b) He is not allowed to go to church
- c) Anyone can kill him without him having to stand trial

Fun Facts

Cow-stealing was a common crime. There are records of people tracking down stolen cows, like detectives.



Fun Facts

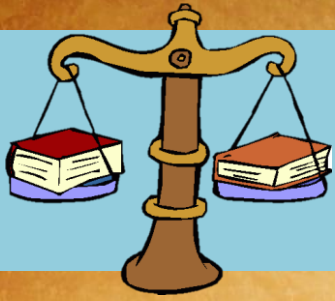
To test if a person was guilty of a crime, he had to hold a red-hot iron! If his hand healed quickly, he was innocent. If not, he was guilty.



Fun Facts

In the time of King Alfred, wergild for a thane was 6,000 pennies. The king's was 90,000!





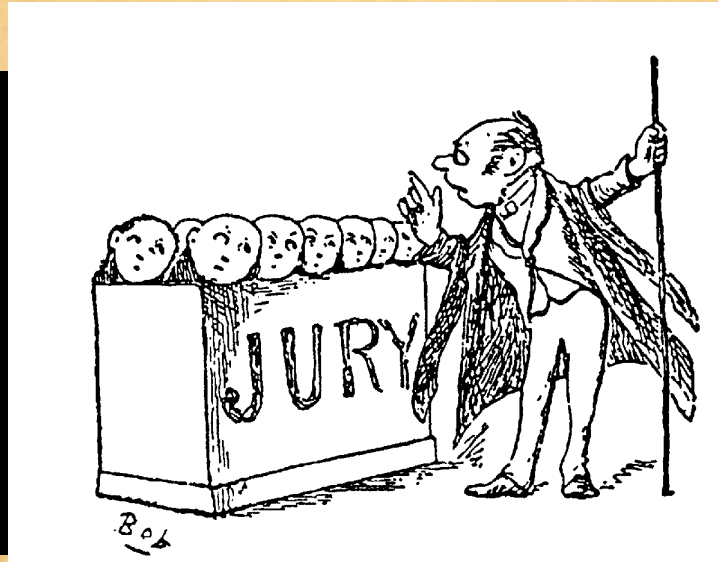
TRIAL TIME!



Anglo-Saxons

You will be
arguing for a
certain
punishment...

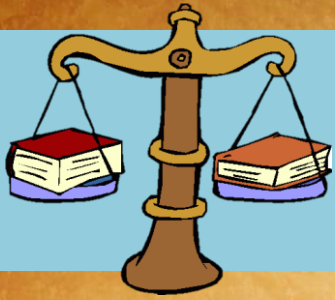
Jury



Modern

You will be
arguing for a
certain
punishment...

The JURY makes the
decision... you have to
CONVINCE them...

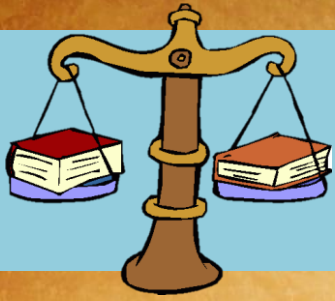


TRIAL TIME!



STEPS

1. I will read the “case”
2. Within each group: discuss the punishment you want... try to come up with as many reasons as you can to convince the jury to vote **FOR YOUR PUNISHMENT...**
3. Present points to jury (debate...)
4. Jury discusses and decides

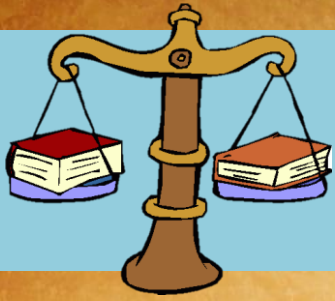


TRIAL TIME!



THE CASE

*A child has stolen a pig.
What should we do?*

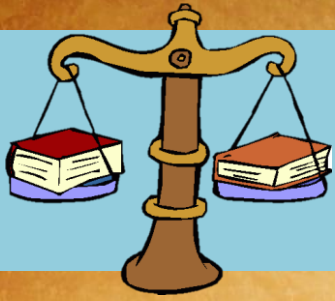


TRIAL TIME!



THE CASE

A man has killed a local woman because he was angry.

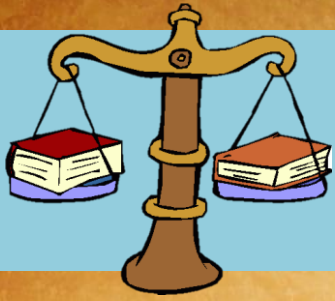


TRIAL TIME!



THE CASE

*Someone tells the court
that they have seen a
woman doing witchcraft-
killing a dog.*

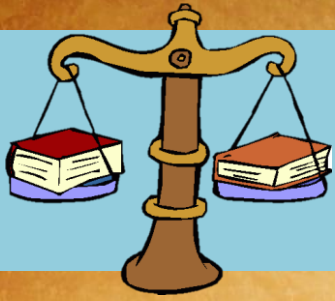


TRIAL TIME!



THE CASE

*A child is acting naughty
at the market and upsets
his mother.*



TRIAL TIME!



THE CASE

*What do you think about
the police force?*



**STORIES AND
ENTERTAINMENT**

STORY-TELLING

- Anglo-Saxons liked to gather in the lord's great hall, to eat and drink, and to listen to songs and stories.



STORY-TELLING

- They loved tales about brave *warriors* and their adventures.

A favourite story told how [Beowulf](#), a heroic prince, kills the fierce man-eating monster Grendel, and Grendel's equally horrid mother.



STORY-TELLING



- The story of Beowulf was first written down in the 8th-9th centuries, but long before that the story was told around the fire. The storyteller played music to accompany the songs and poems, on a small harp or on another stringed instrument called a lyre.

BEOWULF

So. The Spear Danes in days gone by
and the kings who ruled them had courage and greatness.
We have heard the glorious deeds of other warriors,
like Hrothgar—before he shone in his prime,
when he ruled his kingdom. But alas, that warrior
is dead, and his kingdom is wretched.
Nevertheless, on that day, we were gathered together
around the fire, and the lords of the kingdom
were gathered around me, as they were wont,
listening to the songs that I sang.
And so, when I sang of Hrothgar, they wept,
and they grieved, and they had great sorrow,
for they had heard of the death of Hrothgar.
And so, when I sang of Beowulf, they were glad,
and they were merry, and they were glad,
for they had heard of the death of Beowulf.
And so, when I sang of the death of Beowulf,
they were glad, and they were merry, and they were glad,
for they had heard of the death of Beowulf.

The first lines of Beowulf, the Old English story-poem. It begins: 'So. The Spear Danes in days gone by and the kings who ruled them had courage and greatness.'

❖ Beowulf Prologue in Old English

<https://www.youtube.com/watch?v=-5RqX0Y7rbY>

❖ Read short summary version of Beowulf

RIDDLES & RUNES

- The Anglo-Saxons liked to play with words. They amused themselves by telling riddles, some of which were written down. Here's one riddle:

*I appear on the ground like a blanket,
and melt in the midday sun.*

A wonderful warrior exists on earth.
Two dumb creatures make him grow bright between
them.
Enemies use him against one another.
His strength is fierce but a woman can tame him.
He will meekly serve both men and women
If they know the trick of looking after him
And feeding him properly.
He makes people happy.
He makes their lives better.
But if they let him grow proud
This ungrateful friend soon turns against them.

What am I?

When I am alive I do not speak.

Anyone who wants to takes me captive and cuts off my head.

They bite my bare body

I do no harm to anyone unless they cut me first.

Then I soon make them cry.

What am I?

Riddle

- [http://www.bbc.co.uk/history/interactive/timelines/language timeline/index embed.shtml](http://www.bbc.co.uk/history/interactive/timelines/language%20timeline/index_embed.shtml)
(click on Jester)

RIDDLES & RUNES

- Early Anglo-Saxons wrote using letters called runes. They believed runes had magical powers.



TASK: RIDDLE/RUNES

Option A:

Write a sentence in runes.



Option B:

Write an Anglo-Saxon riddle.

When you are done, share your sentence/riddle in a group or with a partner and have the other person translate your runes or guess the riddle

ENTERTAINMENT

- ❖ Horse racing
- ❖ Hunting
- ❖ Feasting
- ❖ Music-making
- ❖ Dice and board games

Fun Facts

Our word game comes from an Old English word 'gamen'.



Fun Facts

Children frightened one another with stories of monsters. One was the thyr, a nasty goblin which lived in bogs and ponds.



Children played with

- Balls
- Hoops
- Spinning tops
- Carved wooden toys: boats, horses



Hunters brought home food for the family. These bowmen with their dog have been out shooting birds.



A set of 'gaming pieces'. The pieces were used in board and gambling games, just as we use counters and dice.



A drinking horn, made about AD 500-600. The horn belonged to a wild ox or aurochs. This animal died out in Britain before the Saxons arrived. So it is an old horn.

FEASTS

- Anglo-Saxon leaders or lords were expected to entertain their followers with feasts in their great hall. A lord gave his men gifts in return for their loyalty - treasure after a victory or a roasted boar after a successful hunt.



- On dark winter days, people gathered in the hall around a log fire. They listened to stories and poems, and sang. They ate roast meats, bread and fruit. They drank *ale* or mead, a strong drink made from honey. People often drank too much, so feasts were often noisy and sometimes ended in fights!