

What we already know:

- The Romans invaded and ruled Briton.
- They brought many changes to the country and introduced sanitation and straight roads.
- When they left the country collapsed and entered a period of decline.

Year 4 – Anglo Saxons

What's next?

- **After the invasion and settlement of the Anglo Saxons.**
- **Seeing further opportunities, the British isle were attacked by the Vikings.**
- **They raided looking for soft targets and then fully invaded the country.**

449 Anglo Saxons invade.

590s-700: Anglo-Saxons convert to Christianity.

787: Viking invasions begin.

878: Establishment of the Danelaw.

1016: Cnut becomes king of England.

1066 defeat of Harold at the Battle of Hastings

Story of Britain

After the Romans departed from Briton the country was left open to invasion. Seeing this opportunity the Danes, Jutes and Saxons invade the country looking for land to farm and better opportunities for their families. They did not call themselves Anglo Saxons, this was the name given to them.



Society and Government

After the collapse of Roman Briton and it's infrastructure. The Anglo Saxons reverted to country to a tribal system where small groups worked together under the leadership of a chief. The AS did not settle in the Roman towns but instead made their own settlements outside of the towns, the evidence of this can still be seen in the town names of today.



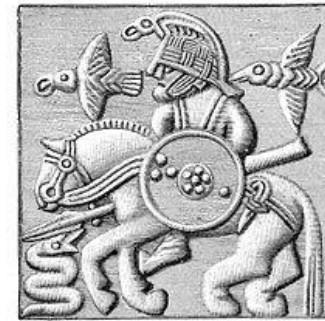
Economy and Trade

The Anglo Saxons were Farmers, so they traded in food and livestock. They were also excellent carpenters, weavers, and metal workers. Evidence of their skill can be seen in the treasure horde of Sutton Hoo.
Money, as coins were in use, but the AS preferred to barter when trading, swapping goods for what they needed.



Beliefs

The AS believed in more than one God, like the Romans and Egyptians, they had a god for farming for war and many others. Their gods are closely linked to the Norse gods. As time went on the AS slowly converted to Christianity and became founders of the faith in Briton.



Vocab

Tier One

Anglo-Saxons
Settlement
Invasion
Warrior
Kingdom
Raid
Trade

Tier Two

Monarchy
Culture
Religion
Feudalism
Chieftain
Fortification
Artisan
Scribe
Archaeology
Barter
Alliance
Heirloom
Mythology

Tier Three

Monastery
Thane
Tribal
Heathen
Pagan
Allegiance
Hearth
Exile
Anguish
Celtic