

























## Runes

The Anglo-Saxons used runes to write words.

Here is the runic alphabet Notice that one rune may be used for two letters.

							
f	u	th	a	r	k or c	g	w or v
							
h	n	i	j or y	ei	p	z	s
							
t	b	e	m	l	ng	d	o

Anglo-Saxons used animals to represent courage and evil. Here are some names of animals that Anglo-Saxons used. The names are written in runes.

- Use the alphabet above to work out the names of the animals in English.

M F X T M      W R F X O T

.....

S M R C M T T      B O F R

.....

- On a separate sheet, write in runes the names of some animals that people keep as pets today.

# Runes

## Age range

- Years 3/4 (SP4/5).
- Years 5/6 (SP6/7).

## Resources

Copies of the worksheet. National and local newspapers.

## Using the worksheet

You may like to add extra interest introducing the rune letters by name. The names have been recreated by studying other languages. There is no strict guidance on how they are pronounced so you may pronounce them phonetically. These names match the order of the letters on the worksheet. Fehu, Uruz, Thuisaz, Ansuz, Raidho, Kenaz, Gebo, Wunjo, Hagalz, Nauthiz, Isa, Jera, Eihwaz, Perthro, Algiz, Sowilo, Tiwaz, Bearkano, Ehwaz, Mannaz, Laguz, Ingwaz, Dagaz, Othala.

The students may extend the activity by writing their own names in runes.

## Younger students

Some students may need help in matching the runes in the words to the runes in the table. They may also need help in selecting runes to make the names of animals and their own names. The activity could be extended by the students writing down the name of their street or town.

## Answers

1. Eagle (courage).
2. Dragon (evil).
3. Serpent (evil).
4. Boar (courage).

## Outcomes

The students can:

- Translate a runic message into English.
- Translate an English message into runes.

## Older students

The students can work on their own. The answers are given in the section for younger students. The activity could be extended by the students writing down the names of five things they can see from their desk or table.

## Outcomes

The students can:

- Translate a runic message into English.
- Translate an English message into runes.

e a g l e

d r a g o n

s e r p e n t

b o a r