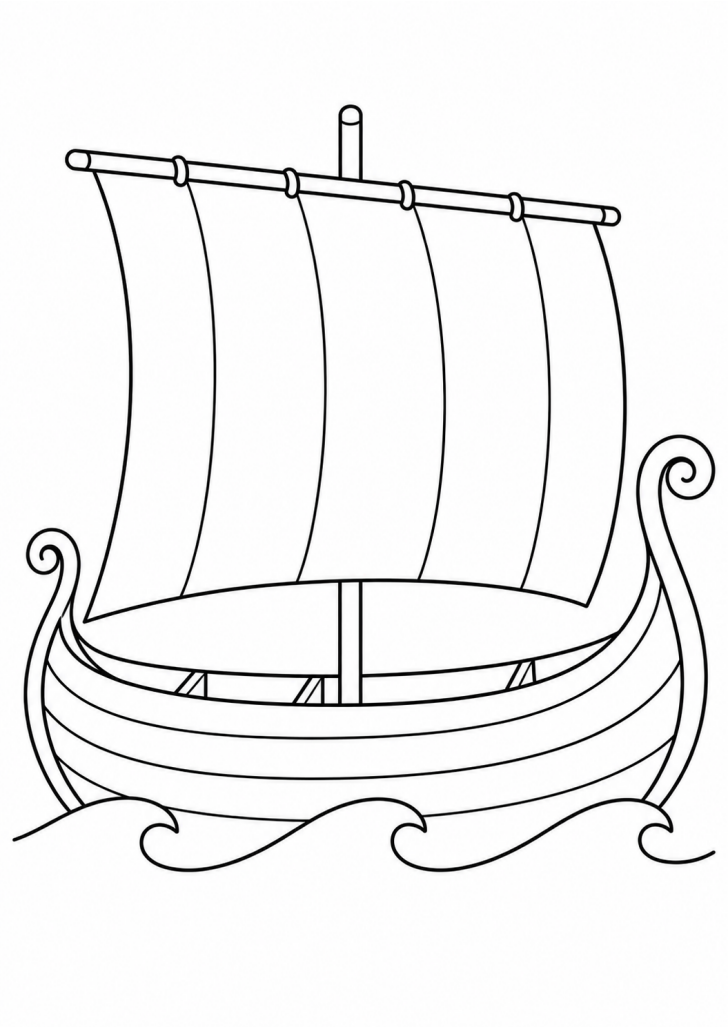
AGES 5-10 | WITH GROWN-UP HELP

Little Viking Explorer

A free printable adventure: color, investigate, solve and imagine.



This book belongs to:

You need pencils, crayons and curiosity. Print only the pages you want. Younger explorers can answer aloud or work with a grown-up.

START YOUR ADVENTURE

Meet the Viking Age

The Viking Age is usually dated to about AD 750-1050. Dates vary by place.

Not everyone was a raider

People also farmed, made things, traded, traveled and raised families.

Follow the evidence

Archaeologists study objects and traces in the ground. These clues help us ask how people lived.

Pictures are possibilities

Our coloring scenes are modern imagined illustrations. They are not photographs of the past.

Choose your adventure

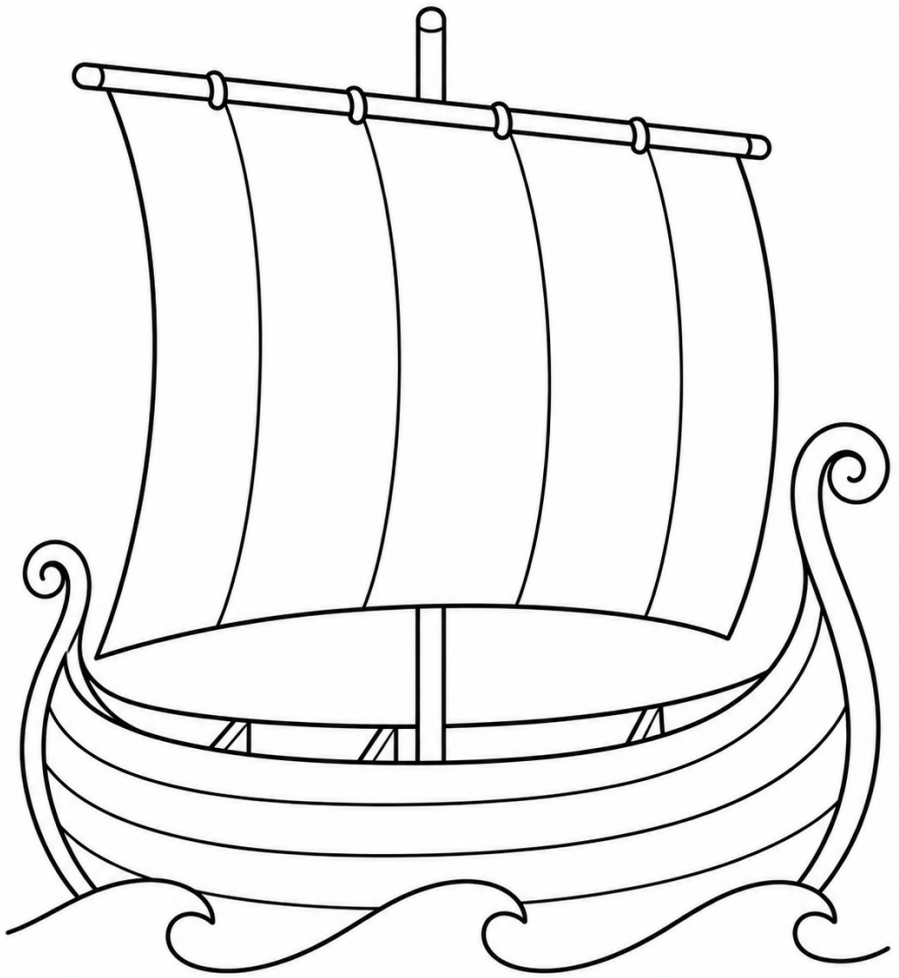
- [ ] Color a ship, a home and a farm animal.
- [ ] Match objects with the jobs they helped people do.
- [ ] Find eight words and become an evidence detective.
- [ ] Invent a shield design and pack for a journey.

No score needed: there are many good ways to imagine, draw and ask questions.

COLOR & DISCOVER

Set sail

A square sail could use the wind. Oars helped people move a boat when needed.



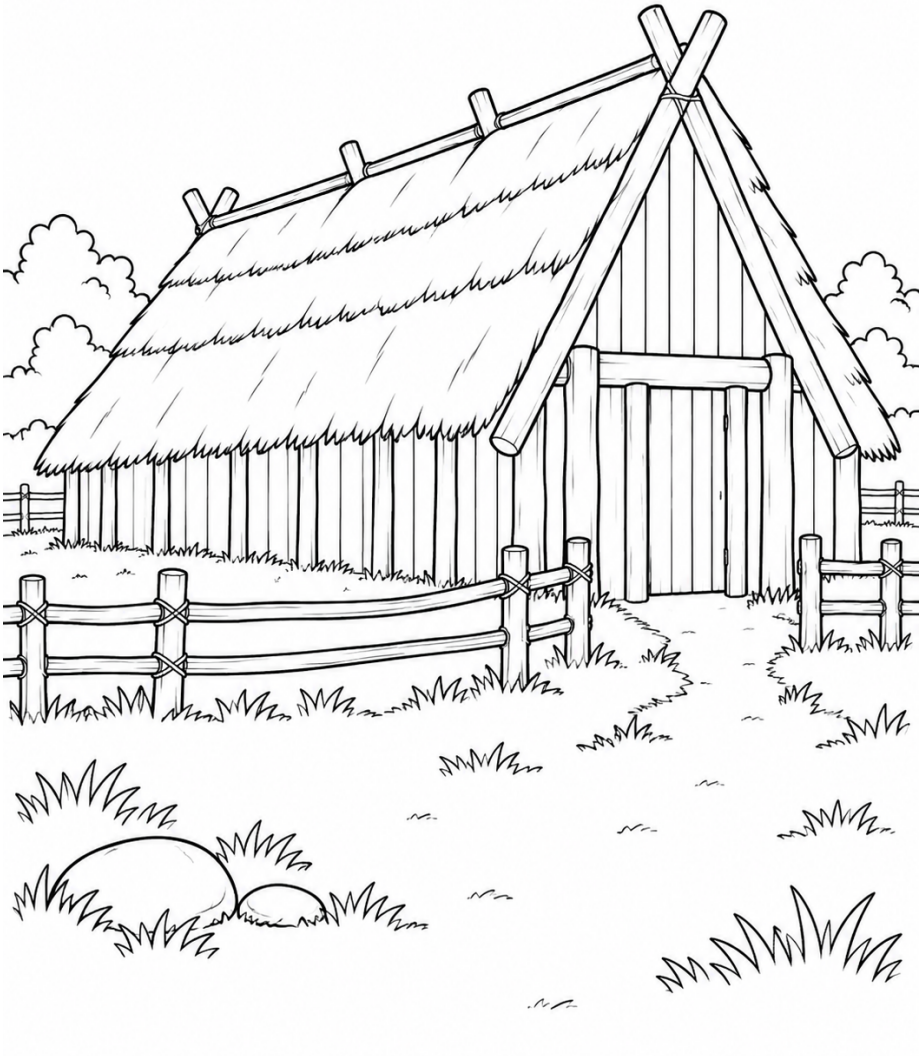
Your challenge: color the sail, then draw a coastline in the empty space.

Modern imagined illustration: colors and small details are yours to choose.

COLOR & DISCOVER

A home long ago

Many households lived in long buildings. Homes differed between regions and families.



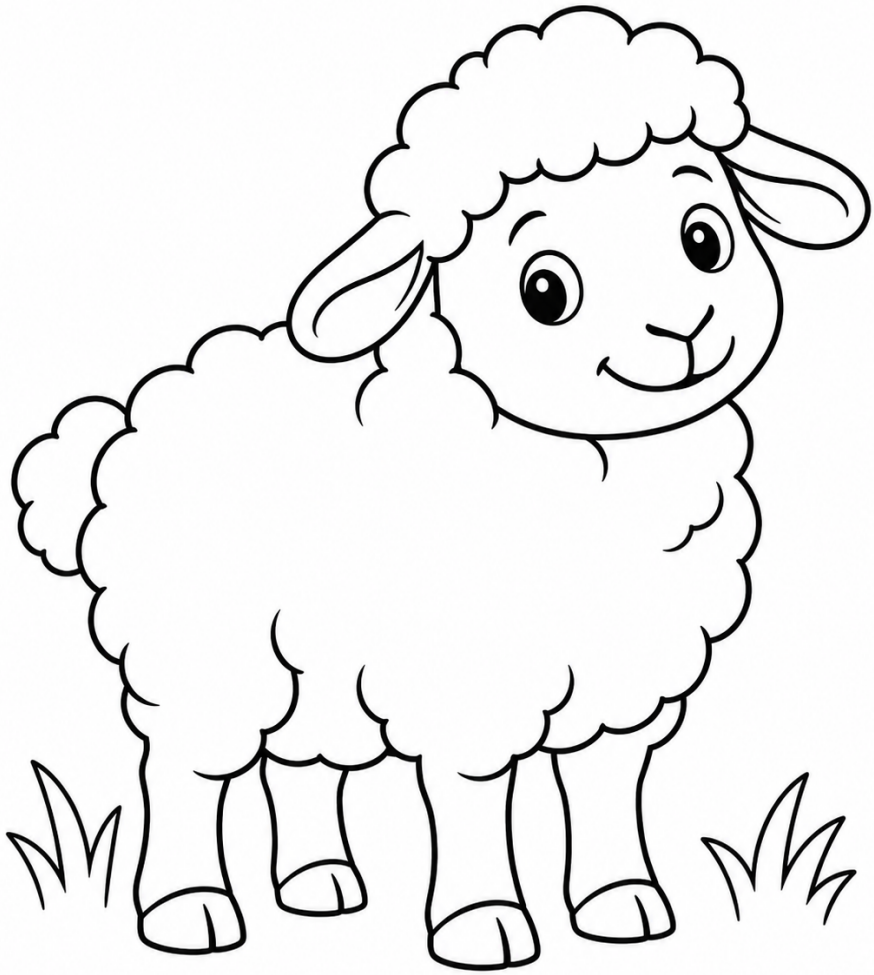
Your challenge: add a person near the doorway. What might they be carrying?

Modern imagined illustration: colors and small details are yours to choose.

COLOR & DISCOVER

From sheep to clothing

Sheep provided wool. People spun fibers into yarn and wove yarn into cloth.



Your challenge: color the sheep, then draw something warm that could be made from wool.

Modern imagined illustration: colors and small details are yours to choose.

MATCH & DISCOVER

Which object helps?

Draw a line from each object on the left to its use on the right.

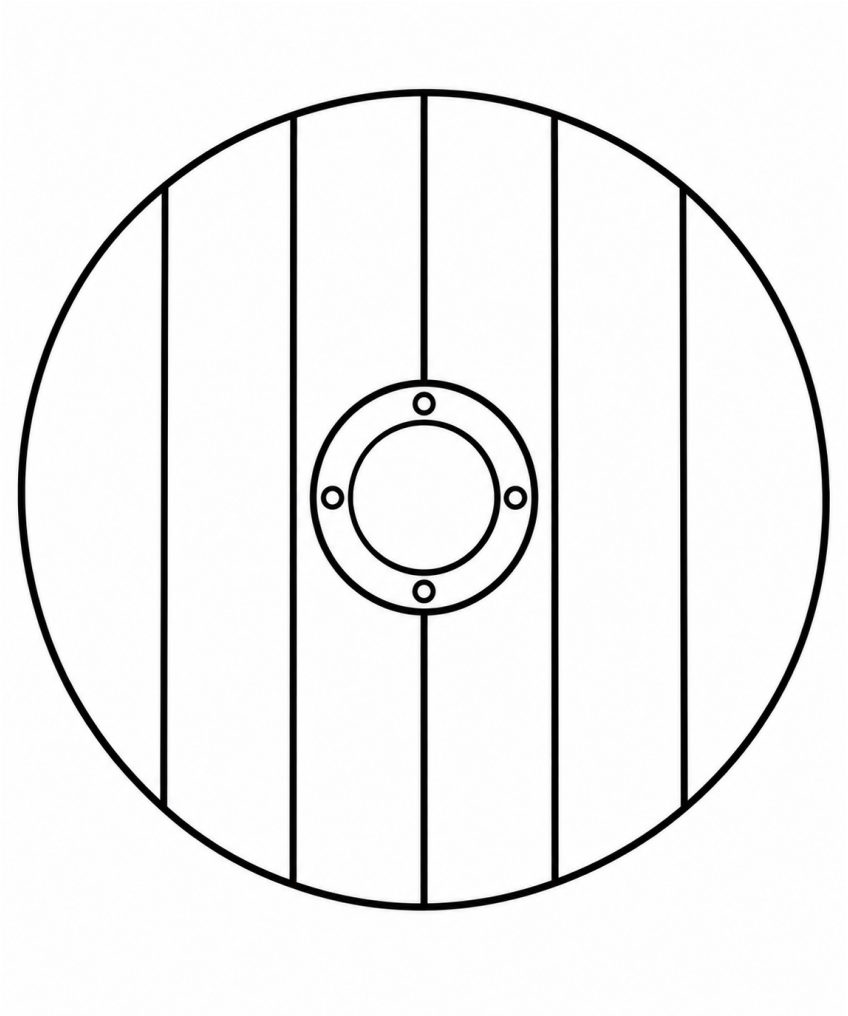
1. Comb	A. Hold food
2. Oar	B. Weave cloth
3. Loom	C. Tidy hair
4. Bowl	D. Strike a nail or rivet
5. Hammer	E. Move a boat

Think about it: which of these objects has a similar version in your home today?

MAKE & IMAGINE

Design your own shield

Many Viking Age shields were round and wooden, with a metal boss in the middle.



Invent your own pattern. This is your modern design, not a copy of a known ancient shield.

My design is called: _____

I chose these colors because:

_____

WORD HUNT

Find eight words

Look across from left to right, or down from top to bottom. No backward words.

S	H	I	P	L	I	W	P	T	B
Q	P	P	Z	C	M	O	M	N	S
C	O	M	B	C	Q	O	B	N	H
L	C	N	N	J	N	L	G	Z	X
X	O	A	R	A	K	A	G	K	N
B	R	E	A	D	C	G	G	P	M
Y	X	Q	U	N	M	Y	H	W	X
F	A	R	M	U	X	T	O	B	G
G	L	E	H	Q	Q	F	M	H	E
S	A	I	L	R	Z	J	E	R	L

SHIP WOOL COMB OAR

BREAD HOME FARM SAIL

Extra challenge: choose one word and explain how it connects to daily life.

THINK LIKE AN ARCHAEOLOGIST

What can a clue tell us?

Circle the best answer. A clue can suggest something without telling us everything.

1. You find part of a comb. It is evidence for...

A. Hair care B. A computer C. A bicycle

2. You find a spindle whorl, used when spinning.

A. Making glass B. Making yarn C. Rowing

3. You find a cooking pot. Can you know every meal?

A. Yes, always B. No, we need more evidence

4. A house leaves marks where wooden posts stood.

A. A possible building B. A modern airplane

Your turn: draw an object from your own home. What might someone in the future learn from it?

DRAW & DECIDE

Pack for a boat journey

Imagine a short journey between two coastal settlements. This is a planning game.

Choose four useful things: drinking water, food, a wool cloak, a repair tool, a cooking pot, a comb. Draw one in each box.

Tell a grown-up why you chose each item.

There is more than one sensible answer.

ANSWERS & GROWN-UP HELP

Check your discoveries

Praise good questions and careful thinking, not just correct answers.

Which object helps? (page 6)

1-C: comb / hair. 2-E: oar / boat. 3-B: loom / cloth. 4-A: bowl / food. 5-D: hammer / striking a nail or rivet.

Word hunt (page 8)

Count rows from the top and columns from the left.

SHIP: row 1, column 1, across.

WOOL: row 1, column 7, down.

COMB: row 3, column 1, across.

OAR: row 5, column 2, across.

BREAD: row 6, column 1, across.

HOME: row 7, column 8, down.

FARM: row 8, column 1, across.

SAIL: row 10, column 1, across.

Evidence detective (page 9)

1-A. 2-B. 3-B. 4-A. A single find rarely explains a whole life. Ask: what other evidence could help?

Creative pages have no single right answer.

For younger children: read aloud and let them point or tell you their ideas. For older children: ask them to explain which answers are evidence and which are imagination.

KEEP EXPLORING

Your next adventure

Bring your questions to Nordic Viking History.

For families and teachers

Designed for roughly ages 5-10, with adult help as needed. Printing on A4 at actual size is recommended. Black-and-white printing works well. Print only selected pages to save paper.

These activities simplify a varied period. Objects and customs differed by place and date. The illustrations are modern imagined scenes, not exact archaeological reconstructions. The shield design and packing game invite creativity.

Read more and check the evidence

Activities, coloring sheets and quizzes

https://nordicvikinghistory.com/kids.html

Start your historical journey

https://nordicvikinghistory.com/start-here.html

Museum background: Viking daily life

en.natmus.dk - Historical knowledge > The Viking Age

Ships and seafaring: Viking Ship Museum

https://www.vikingeskibsmuseet.dk/en/

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