

# Battle Boy Bloodaxe

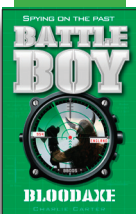
Charlie Carter

## Teachers' Notes

### Introduction

*Bloodaxe* sees Napoleon Augustus Smythe (Battle Boy 005) spinning through time to the Dark Ages in England in the year 954. Bloodaxe is the Viking King of York; the King of Dublin has gathered local lords and barons to fight Bloodaxe at the Battle of Stainmore.

Battle Boy's mission is to find out what happened to Bloodaxe's son, Haeric. After the Battle Book malfunctions, Battle Boy lands and finds himself surrounded by a crowd who think he is a demon who has fallen from the sky.



## Curriculum Links

HSIE: Significant People and Places

English: Reading, Writing, Talking, Listening, Researching, Presenting

Mathematics: Mapping

Science and Technology: Using Technology, Design and Make

Creative and Performing Arts: Drawing

PDHPE: Interpersonal Relationships, Games, Decision Making

## Learning Outcomes

Students will have the opportunity to

- read texts independently and in groups
- respond to themes and issues in a text
- draw on a range of skills and strategies to read and comprehend a text
- analyse techniques used by authors to create certain effects and use language creatively
- explain the significance of particular people, actions and events in the past
- locate places on a map
- research a topic of historical significance
- present reasons for and against a given argument
- use a computer program to present and display information as well as to research information
- design and make a model of a Viking boat
- write in different genres or text types

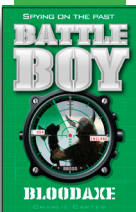
## Before you read

Look at the title and front cover picture of the novel *Bloodaxe*. Work alone or in pairs and write a short paragraph suggesting what the story may be about. Read out your group's ideas to the rest of the class and compare ideas.

## Read the book

Read *Bloodaxe* as directed by your teacher in one of the following ways

- as a whole class
- in small reading groups
- individually



Stop every now and then to re-evaluate where you think the story may be heading. Discuss your ideas with a friend as well as parts of the story you like and why.

## After you read

Use the following questions to promote discussion of the book. Discuss these questions as a class or write the answers down.

1. What were the Viking clothes that Battle Boy had to wear?
2. Who was Bloodaxe and what did he do?
3. Battle Boy's mission was to find out the fate of Bloodaxe's son.  
What did he discover?
4. What was the Time Twister? How did it affect Battle Boy's mission?
5. What were some of the mean things that Bloodaxe had done?
6. Why were the Dark Ages dark?
7. What were the peasants planning to do with Battle Boy when he landed among them?
8. How did Battle Boy convince Bloodaxe to save him from the fire?
9. Why didn't Battle Boy want to fight Haeric?
10. How did Battle Boy fight Haeric?

## Classroom Activities

### Nicknames

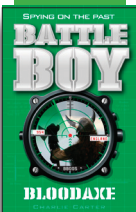
Napoleon is called 'Nappy' by his brothers. List your own nicknames and those of your family members. Do you like nicknames? Why or why not? What nickname would you give yourself and why?

### Expressions

On page 12 the comment, 'It made base-jumping look like knitting' is uttered. Explain the meaning of this expression.

### Reverse Psychology

Battle Boy convinces Bloodaxe to help him escape from being burnt at the stake by using reverse psychology. He calls Bloodaxe a coward and this makes Bloodaxe react. Discuss reverse psychology and how it works. Give examples of how you can use reverse psychology.



### **The Dark Ages**

When Battle Boy lands on the battlefield he is confronted by poor, starving, diseased, angry people. Skin explains these people have been through plagues, pestilence and famines. Write down these three words and find the meaning of each. Do plague, pestilence and famine still exist in our world today? Discuss.

### **Viking boats**

Vikings were known for their great boats and boat building. Look at the illustration on page 33 as well as pictures in books and the internet of Viking boats. Design and make your own model of a Viking boat. Use craft materials and everyday objects. Have a competition to see whose boat floats the best or whose boat can take the most weight.

### **Debate**

Discuss the statement 'Honour is everything'. Sit in a large group circle. Go around the circle once saying 'Yes' if you agree with the statement and 'No' if you disagree. The next time around give a reason for your yes or no response. Keep going around the circle adding extra facts and ideas. Remember only one person speaks at once, there are no wrong responses and you may pass at any time.

### **Shields and swords**

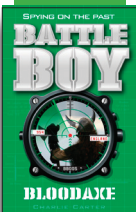
After the fight between Battle Boy and Haeric, Haeric presents Battle Boy with his shield, breastplate, helmet and sword (page 49). Design and make your own family shield, breastplate, helmet and sword. Design a special symbol or insignia to make it unique to your family.

### **Research Project**

Use books and the internet to find out the history of the Vikings and the Berserkers. Present your information in the form of a poster, or use a computer program. In your information give a description of the group, where they were from, what they did, how they behaved and any other interesting information you uncover.

### **Banquet entertainment**

The night before the Battle of Stainmore there is a big feast. List some of the entertainers performing at the feast (page 53). List different entertainers that you might have at a party today. Write down the similarities and differences between now and then.



### **Arm wrestling competition**

In the story Bloodaxe is arm wrestling with a young warrior (page 56). Have a class arm wrestling competition. Pair up girls with girls and boys with boys. Decide on some simple rules and have a competition with heats, semi-finals and finals to find the boy and girl champion arm wrestler!

### **Scoop**

Pretend you are a newspaper reporter. Interview Battle Boy about his brush with death as he is hit by lightning (page 74). Write a short newspaper report describing the situation. Include an illustration.

### **Words**

Throughout the book there are different fonts, different sizes of text and other effects that make the book interesting. Look at page 78. Discuss the effect of blackening half of the page. How do the different fonts help the story?

### **Mapping Fun**

Find out where the Battle of Stainmore was fought. Locate the place on a map or globe. Use Google Earth to look at the location as it is today.