



Vikings in Vinland Study Guide

Interactive Plays

Kitty's unique interactive plays weave history, literature, manners, customs, dance and music into theatrical presentations where audience members - both teachers and students - portray the key characters and historical figures of the times. Great sensitivity is used when involving participants, as some folks would prefer to simply sit back and watch the antics of their comrades.

In order to set good examples of theatre etiquette, it is respectfully requested that teachers attend programs without papers or homework in hand.

Vikings in Vinland

Greenland - 993 - It is now ten years after Leif Ericsson's return from Vinland and all the Vikings of the settlement are gathered for a celebration. Through research gathered from one of the Norse sagas, the show begins with an introduction of Eric the Red, Leif's father and "founder" of Greenland. Next the great Leif Ericsson appears and his journey is then recounted. It begins with a meeting with Bjarni Herjulfsson - the man who charted the western islands years before. Next, Leif loads his longship with provisions contributed by various settlement folk. He then sets off in search of land to the west. His first sighting brings him to "Helluland" (Baffin Island) and the flora and fauna of the region are recorded by Tyrkir, the only Viking who could write using the runic alphabet. It is then off to "Markland" (Labrador) where the skraelings (natives) are encountered. Finally the crew find themselves in Vinland where they settle in for the winter. They entertain themselves with Norse tales, wrestling matches and energetic stalwart dances to pass the long winter nights. The program concludes with Leif's return to Greenland and the marriage of his brother, Thorstein to Gudrid.



Gudrid Ericsson - is a historical Nordic woman. It is said she was the most well traveled woman in the world in the tenth century. She wears traditional Viking apparel with tunic, underdress, head piece and pouch. Her accessories are made of leather and fur.

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Performance Objectives

Create a supportive environment whereby students' participation results in a positive, self-affirming experience that allows them to co-create the show with the character by introducing students to the simplicity and sophistication of Viking life in the last millennium

To expose students to Nordic culture, stories and past-times.

Pre-Show Preparation

Familiarize the students with the location of Scandinavian countries, Iceland, Greenland and the eastern coast of Canada

Review the time-line of Viking activity

Read any one of the many Norse tales

Post-Show Activities

Have students write their own Norse tale using mythological characters to explain everyday occurrences of the natural world e.g. tides, lightning, eclipses

Have students design a long-house in which their family would live.

The Artist

Having developed her unique style of interactive theatre since 1987, Kitty combines her passion for history with her love of theatre to create 16 different high-energy shows.

Ms. Jones brings 4000 years of history and literature to life in programs ranging from *The Mysteries of Ancient Egypt* to *Women's Rights*. Since 1996, she has written, choreographed, produced and performed her own original material for Kit's Interactive Theatre.

Kitty Jones has appeared on TV, Film and the stages of New York.

