



NOVEL STUDY AND TEACHER'S GUIDE FOR Viking Quest

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CLASSROOM USES

Viking Quest is a historical novel for young adults, set in the early eleventh century on the wild east coast of what we now call Newfoundland. The book is well suited to discussions in language arts, social studies, visual arts, music, writing, and life skills. The following section outlines some ideas about how to apply the book to these particular areas of curriculum.

LANGUAGE ARTS

Many terms in the book are unique to the historical setting or the cultural background of the Vikings. The following glossary of words from *Viking Quest* may be unfamiliar to students.

Vinland—Norse name for the area of North America where Vikings landed, p. 1

skald—a medieval Scandinavian poet, p. 1

mead—an alcoholic beverage made from fermented honey and water, p. 1

taciturn—untalkative, p. 2

ungainly—clumsy, p. 2

Norse—the people of ancient Scandinavia, p. 3

fjord (or **fiord**)—a long, narrow bay of the sea between high banks or cliffs, p. 4

shambling—walking in an awkward, lazy manner, p. 5

tamarack—a small or medium-size larch tree, p. 6

portents—prophetic signs of something important, p. 6

runes—alphabet-like characters believed to be magical, often carved on stones, p. 8

escarpment—a steep, eroded slope separating two level areas of differing heights, p. 10

beleaguered—tormented, p. 13

smithy—a hearth where metals are heated or wrought, p. 16

spectre—a haunting or disturbing image, p. 17

thralldom—enslavement or bondage, p. 18

troglydites—prehistoric people who lived in caves and holes, p. 22

berserk—wild or frenzied, p. 26

jerkin—a collarless and sleeveless jacket, p. 26

berserker—a Norse warrior who fought with a wild bear-like frenzy, p. 28

recumbent—resting, p. 29

knarr—a Viking cargo and trading ship, p. 33

gimlet—to have a sharp or piercing glance, p. 37

umber—an earth-brown colour, p. 40

reconnoitre—to make a preliminary inspection, p. 41

sojourn—a brief period of residence, p. 42

Valhalla—the mythical hall in which Odin, the Norse god of wisdom and war, received the souls of slain heroes, p. 46

scabbard—a sheath for a dagger or sword, p. 48

sluicing—water flowing in a controlled manner, p. 52

Byzantium—an ancient city located on the site of present-day Istanbul, Turkey, p. 52

fetch—a ghost or apparition, p. 53

bastion—something that acts as a stronghold, p. 60

brazier—a pan for holding burning coals or charcoal, p. 66

kirtle—a man's knee-length tunic, p. 66

defile—a narrow pass restricting lateral movement, p. 70

shaman—a medicine man, p. 71

