



Pre-play Activity 1: Questions about the dialogues.

Below are a series of questions about the dialogues that appear in tracks 4, 5 and 6. Students should first listen to the dialogues and then answer the questions.

1.- What is the weapon that characterizes the god Thor?

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2.- The spear mentioned by the god Thor belongs to the god...

.....

3.- What is the name of the Viking village where Ilva lives?

.....

4.- What position does Kronen hold in his village?

.....

5.- What family relationship do Ilva and Kronen have?

.....

6.- With what does Kronen wake up the villagers?

.....

7.- What does Ilva discover about Thor's Hammer when she is with Kronen?

.....

8.- Who are Loki, Frey, Bor, Njord... , all the names Kronen mentions?

.....

9.- Do you know the name of Thor's Hammer?

.....

10.- What happens to Thor's Hammer every time he throws it?

.....



Pre-play Activity 2: Definitions.

Match each of the words above to its corresponding meaning:

	1. Opposite of day
	2. Ornament typical on Viking helmets
	3. Opposite of darkness
	4. Opposite of ignorance
	5. Part of the body
	6. Wind instrument
	7. Scandinavian people who lived between the 8th and 11th centuries
	8. Percussion instrument
	9. Big or small underground cavity
	10. Ancient writing symbols of the Germanic tribes of Northern Europe
	11. Answer given by a deity to a question, through an intermediary

Possible answers:

WISDOM
RUNES
FLUTE
HORNS
DRUM
ORACLE

LIGHT
FEET
CAVE
NIGHT
VIKING





Pre-play Activity 3: True or False sentences.

Instructions for the students: Listen to track 03, which corresponds to the “Listening: Some of the Viking Gods,” and decide whether the following sentences are **TRUE** or **FALSE**. If the sentence is **FALSE**, write the correct version.

	1. Thor is the god of Thunder.
	2. Thor is son the Oracle.
	3. Thor is described as having a beard and long blond hair.
	4. Thor travels in a flying chariot pulled by goats.
	5. Thor’s hammer is called Mjöltnir.
	6. Thor’s hammer always returns to his hand once it has been thrown.
	7. Odin is the King of Asgard, where he lives in a magnificent palace.
	8. Odin’s parents were called Bor and Bestla, and they were two dwarfs.
	9. Only Odin knows the secret of the runes.
	10. Odin carries a magical shield as his weapon.
	11. The Oracle can predict the future.
	12. The Oracle’s answers are clear and concise and never cause confusion.
	13. The Oracle asks nothing in return for predictions.