TALKING AVATAR · ACTIVITY 4

Viking Warrior
Character Portrait + Voiceover

5th – 6th Class	Tool: Talkr App + Painting	Visual Arts / History	Irish Primary Curriculum

OBJECTIVE

Bring a Viking warrior character to life by creating a digital talking portrait and sharing their story — combining historical knowledge, artistic expression, and digital literacy.

CONTEXT FOR TEACHERS

Vikings were Norse people who lived from approximately 793–1066 AD — known as warriors, explorers, traders, and craftspeople. This activity invites students to imagine their own Viking character and bring them to life using a combination of painted portrait and digital animation.

LEARNING OUTCOMES

1. **Creative Expression**
   Produce a unique Viking character portrait showcasing bold artistic choices inspired by Viking culture.
2. **Historical Understanding**
   Demonstrate knowledge of Viking roles, culture, and motivations through character design and backstory.
3. **Digital Literacy**
   Animate and voice a Viking character, combining traditional art with modern technology.
4. **Communication Skills**
   Present the character to peers, articulating their character's story and cultural significance.
5. **Reflective Learning**
   Reflect on creative and historical choices, connecting art and history meaningfully.

THE 5-STEP ACTIVITY WORKFLOW

01 **Imagine Your Viking**
Decide on their role: warrior, explorer, farmer, blacksmith, or craftsperson. Give them a name. Example: "Freya the Fierce — a Viking explorer who travels across stormy seas."

02 **Draw & Paint the Portrait**
Use A3 drawing paper, pencils, and acrylic or poster paints. Add bold details: helmets, shields, armour, cloaks, runes. Outline with black fine-liner when dry.

03 **Write the Script**
"My name is... / I am a... / I am proud of... / My greatest adventure was..." Example: "I am Freya the Fierce. My greatest adventure was surviving a terrible storm while bringing home treasure!"

04 **Set Up & Animate**
Photograph the painted portrait. Import into the Talkr app. Adjust animation settings for eyes and mouth. Record the script in your best Viking voice.

05

Viking Gallery Walk

Display portraits around the room. Groups rotate and leave one positive comment about creativity, design, or storytelling. Finish with a class Viking cheer — "Skal!" (Cheers!)

KEY QUESTIONS

HIGHER-ORDER THINKING

→ How might your Viking's experiences shape their personality and values?

→ If your Viking could give advice to someone today, what would they say?

→ How could your art choices reflect your Viking's story or personality?

→ Compare Viking life to life today — similarities and differences?

LOWER-ORDER THINKING

→ What materials would Vikings use for weapons and armour?

→ How did Viking warriors prepare for battle?

→ What was the significance of a Viking's shield design?

→ What roles did Viking women and children play?

DIFFERENTIATION & MATERIALS

Struggling

Simple character

"My name is Ragnar. I am a Viking warrior who defends my village." Basic portrait with helmet and shield.

Confident

Detailed backstory

"Bjorn the Bold sails across stormy seas. He carries his father's shield as a lucky charm." Intricate patterns on shield.

Advanced

Complex character

Include Viking runes, clan markings, a map of journey. Write a letter from the Viking to their family back home.

ART MATERIALS

→ A3 drawing paper or lightweight canvas

→ Pencils (HB and 2B) and erasers

→ Watercolours, acrylic or poster paints

→ Paintbrushes in various sizes

→ Black fine-tip markers for outlines and details

→ Reference images of Viking helmets, shields, clothing

DIGITAL TOOLS

→ iPads with Talkr app installed

→ Headphones with microphones

→ Camera or scanner to digitise painted portrait

→ Projector or interactive whiteboard

→ Optional: Viking-themed music for atmosphere