



**"Many travels,  
Many fortunes."**

Egil's Saga, c.38  
Expand your horizons  
and be open to new  
experiences.

# Resource

## The Vikings: Rune Pairs

### You will need:

- Template (see following pages)
- Printer
- Coloured paper/ thin card
- Scissors
- Laminator (optional)

### To Make Your Cards:

1. Print your chosen set of cards on to paper or thin card.
2. Laminate (optional) to protect them so they can be reused.
3. Cut the cards out along the dotted lines to create one set.
4. Repeat for the number of teams you have to create one set per group.

There are several ways to play with your pairs with your rune cards, here are a couple of options for you.

### Option 1 (ideal for individuals):

- Lay your chosen set of rune cards face down.
- Turning only 2 cards over at any time, find the pairs. If you are incorrect turn them back over.

### Option 2 (perfect for large groups):

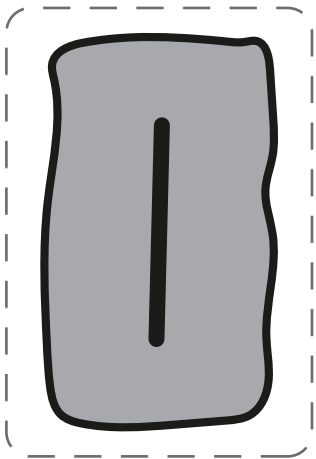
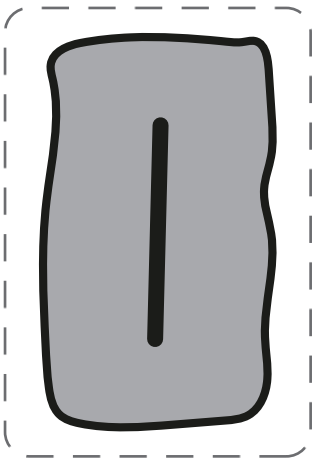
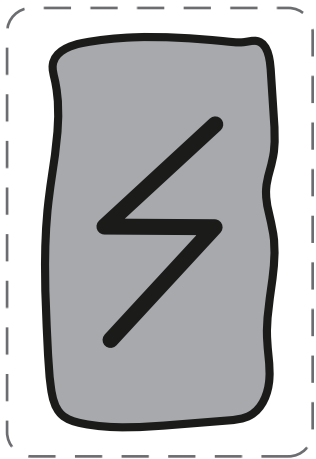
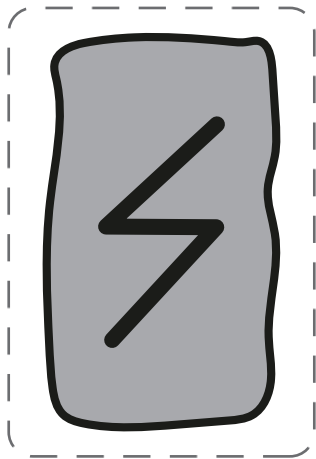
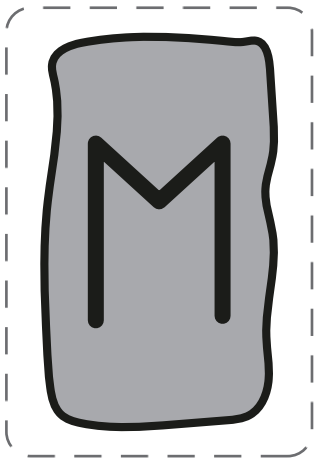
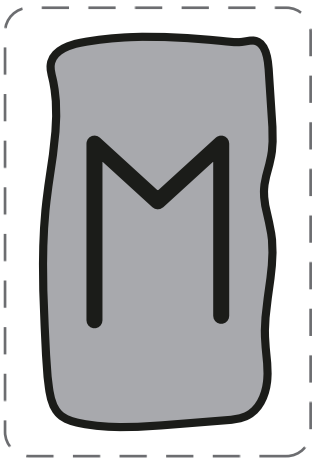
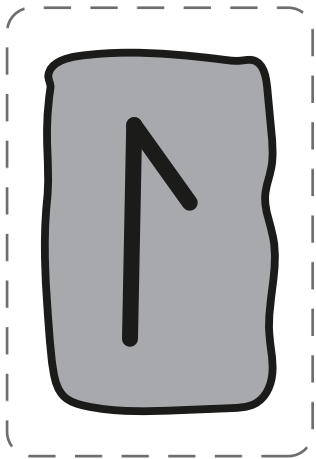
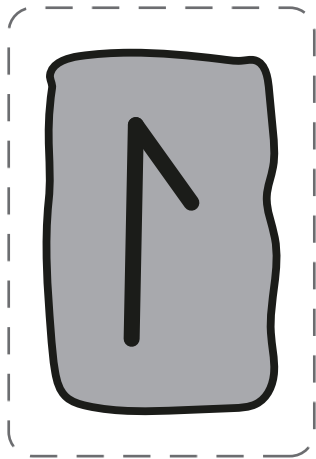
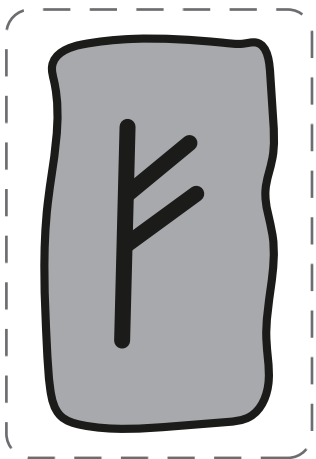
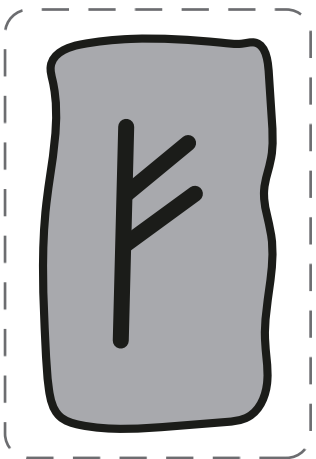
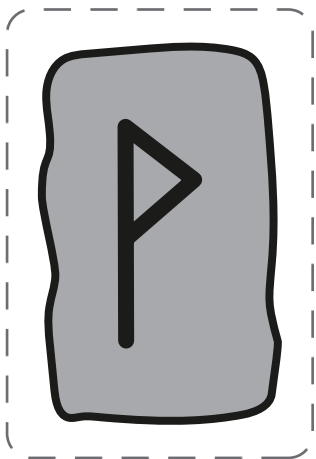
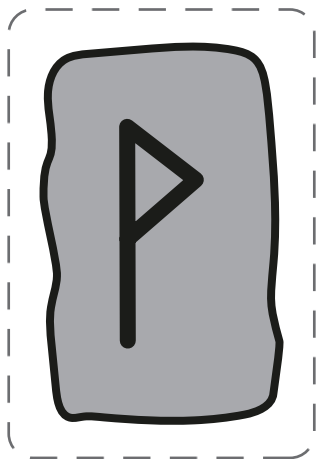
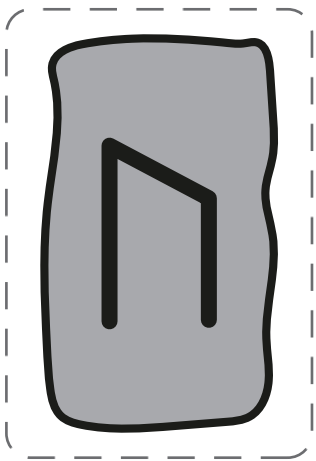
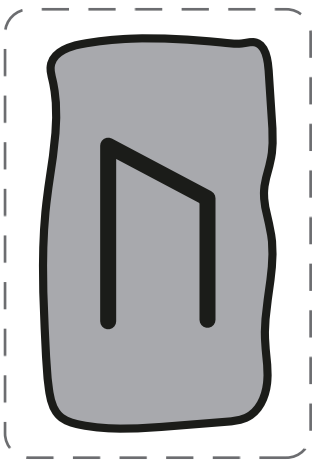
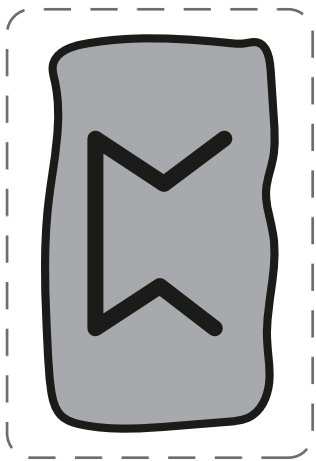
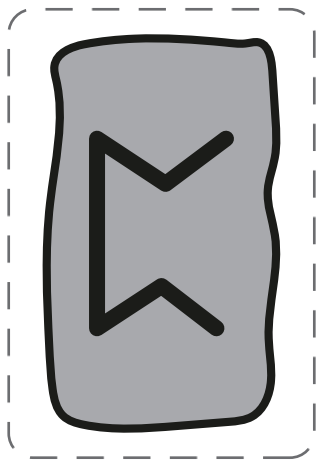
- Lay your chosen set of rune cards face down at one end of the room.
- Sit in teams at the other end of the room. In a relay, take turns to run to the cards and turn over 2 cards.
- If you find a pair leave the cards face up, if you are incorrect turn them over.

### Option 3 (for groups or individuals):

- Give each group a set of 'Set 3' cards.
- The group that matches the rune and its meaning the quickest is the winner. Playing alone? How fast can you pair them up correctly?

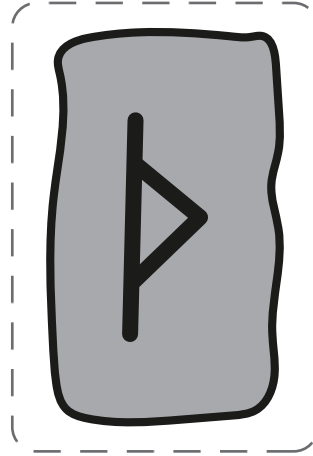
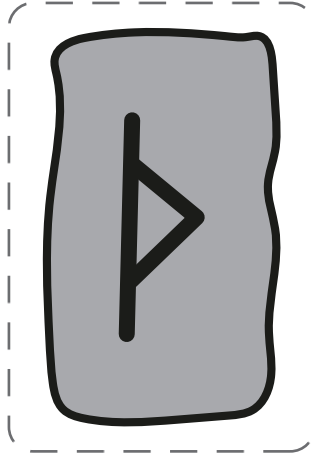
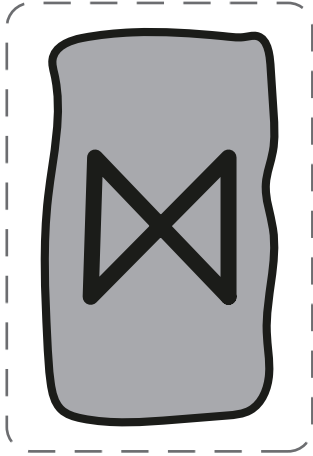
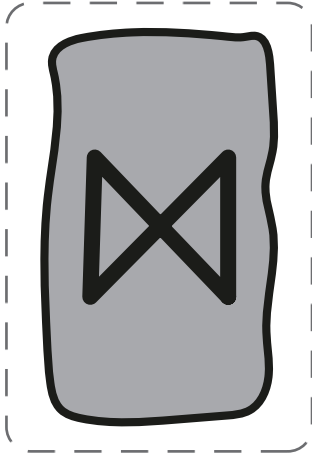
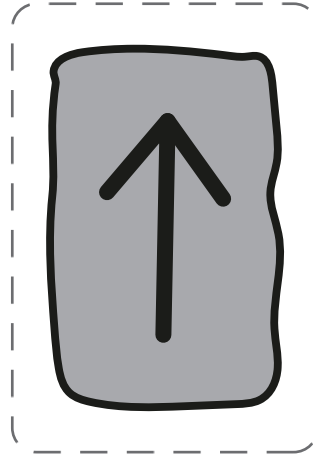
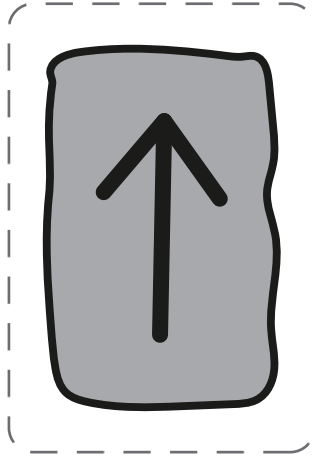
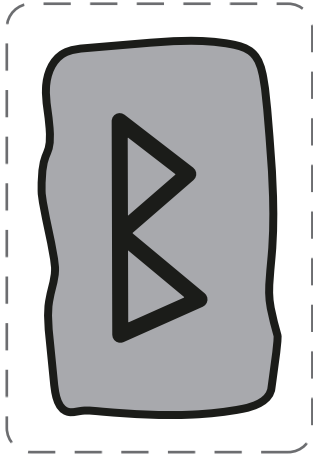
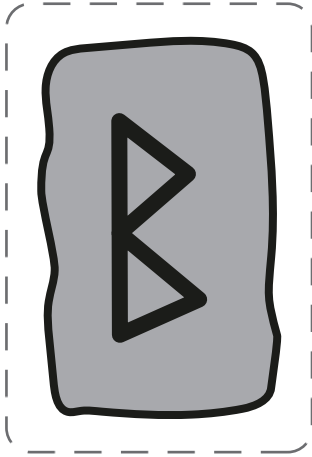
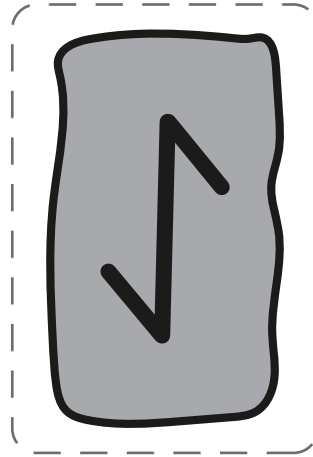
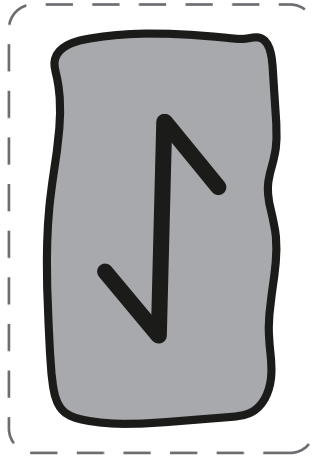
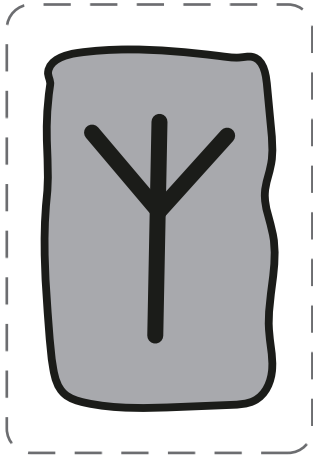
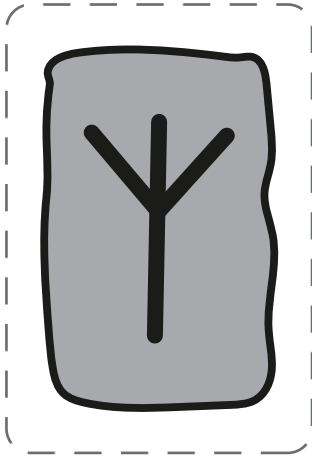
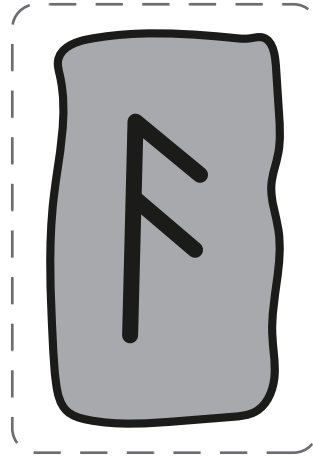
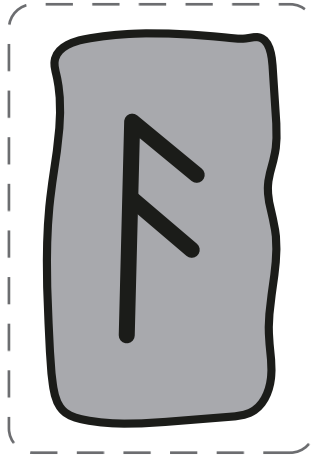
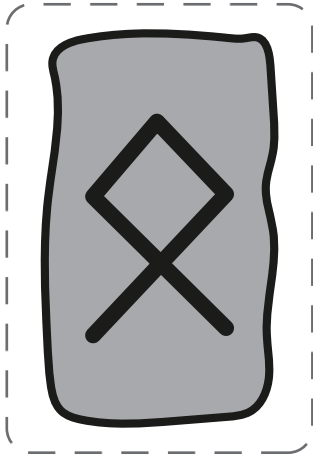
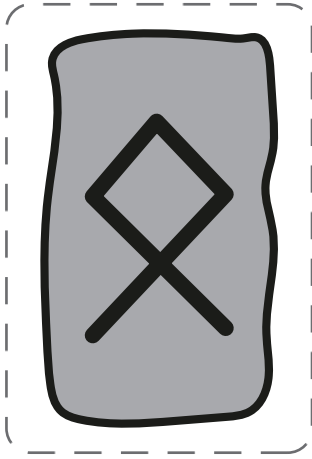
# Set 1 - Page 1

Suggested for ages 3 - 7



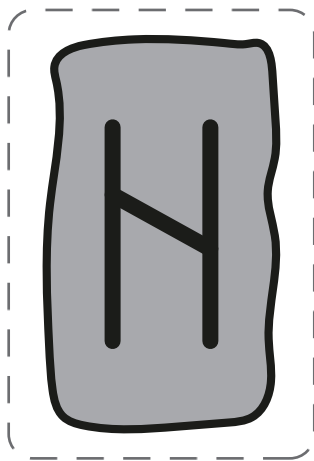
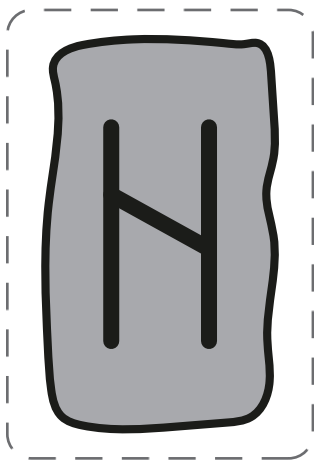
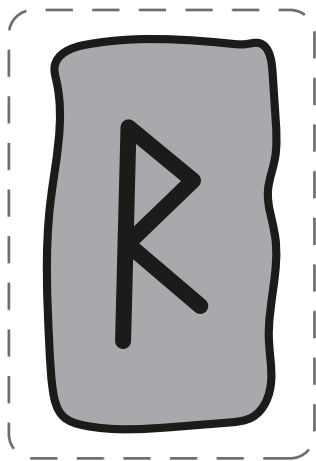
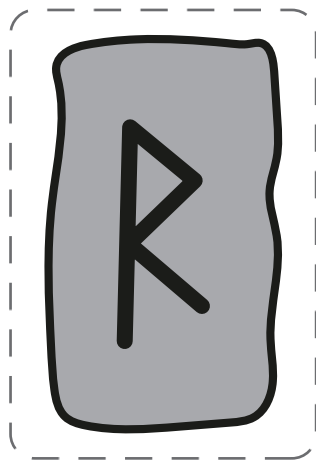
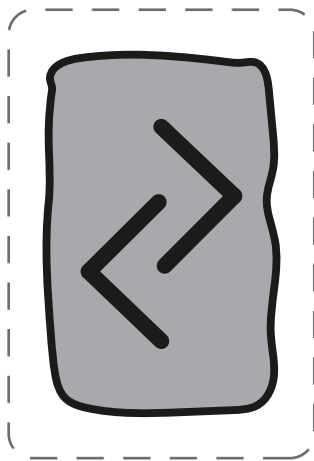
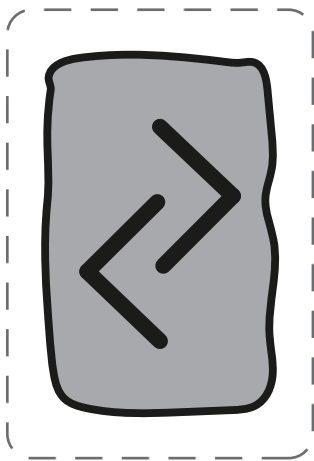
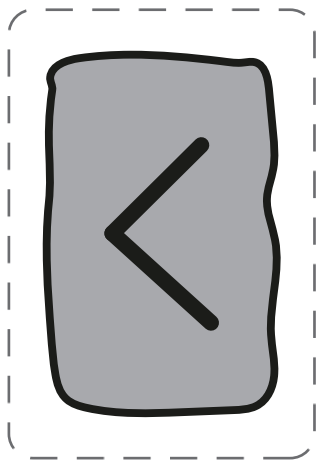
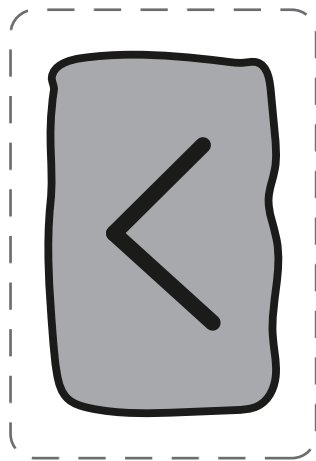
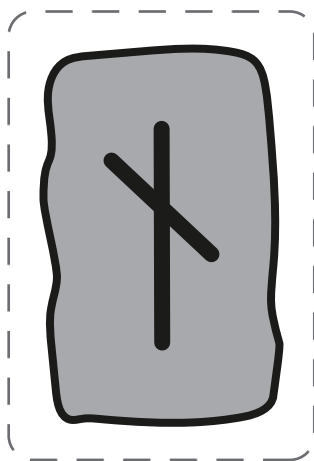
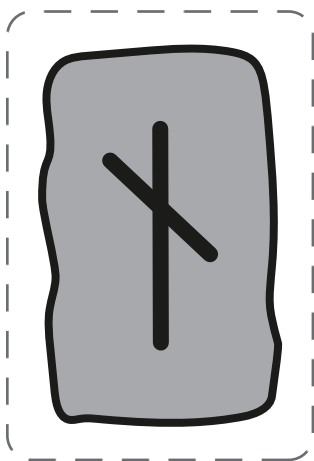
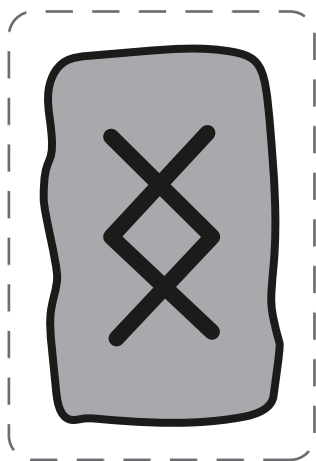
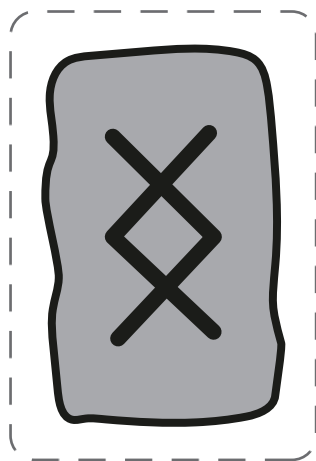
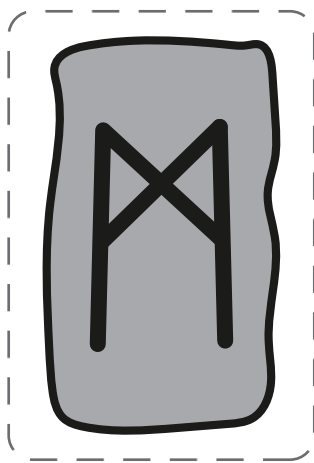
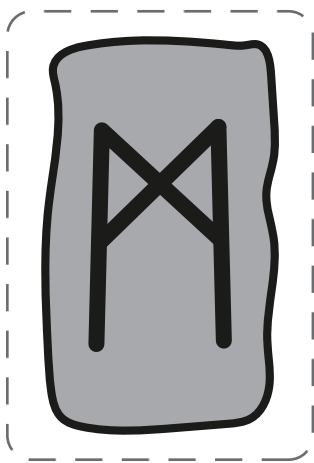
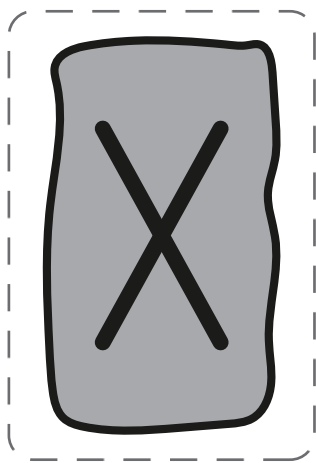
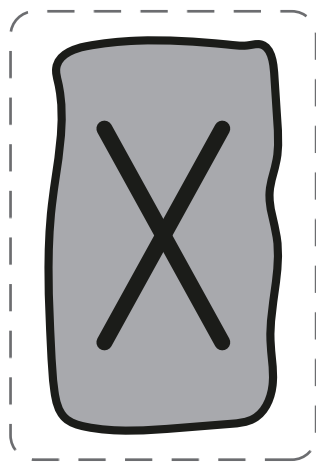
# Set 1 - Page 2

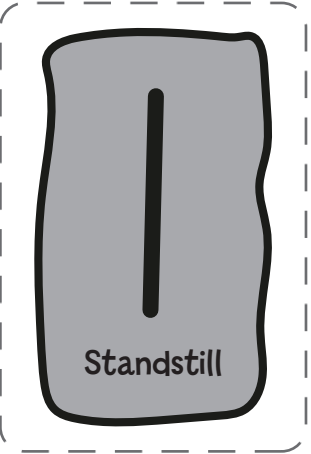
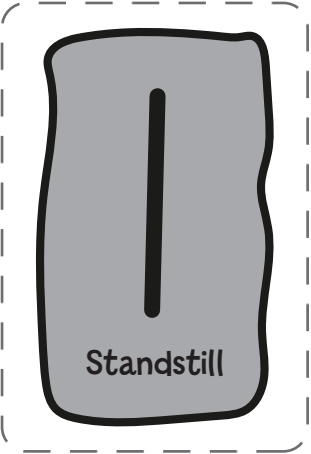
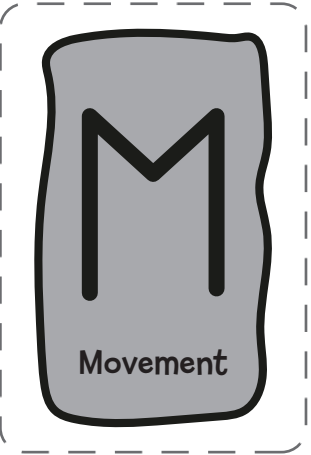
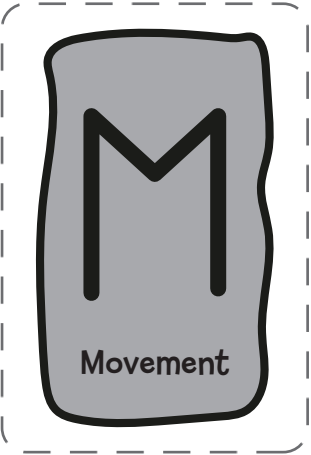
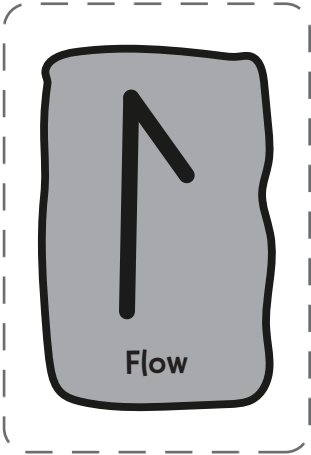
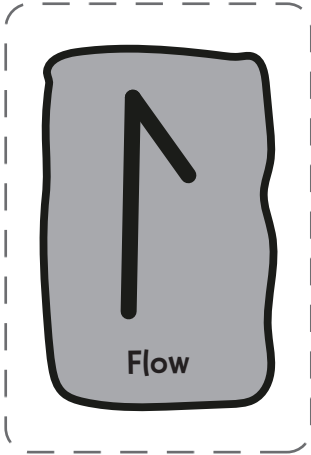
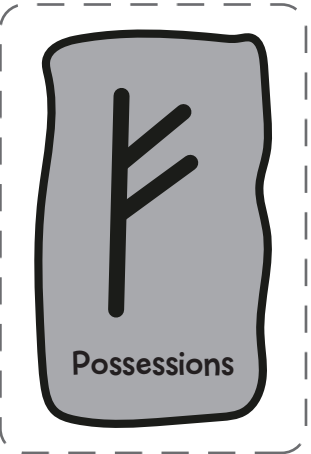
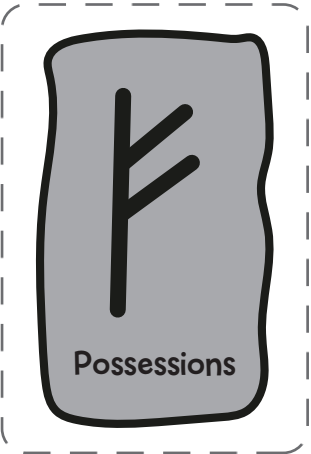
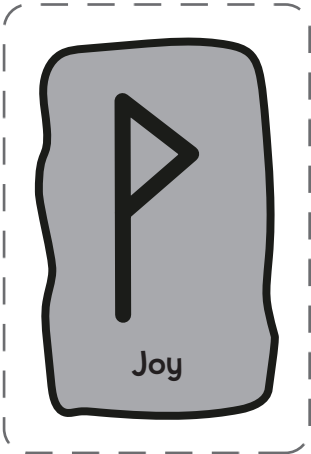
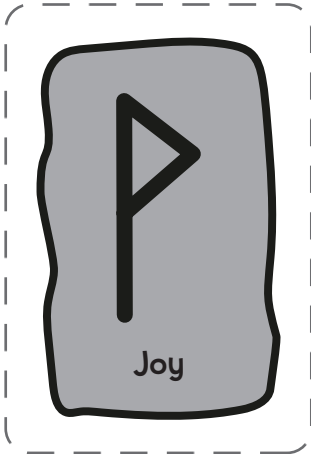
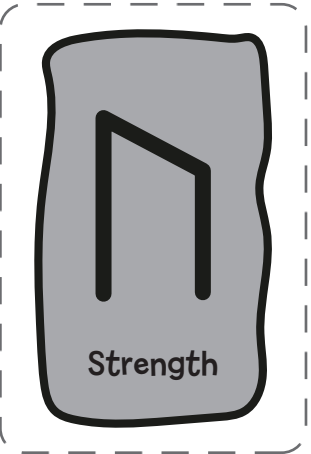
Suggested for ages 3 - 7

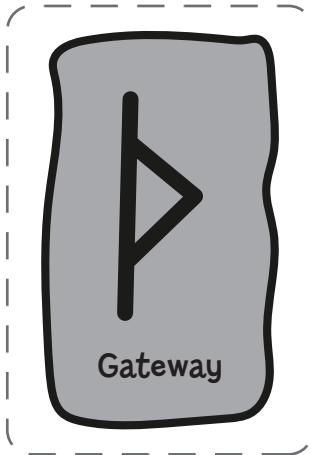
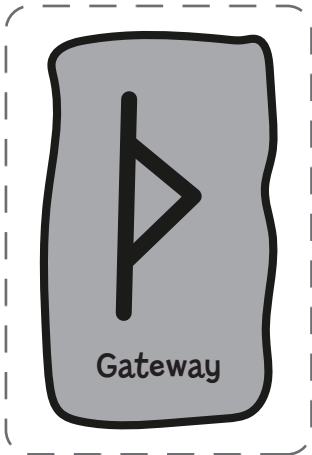
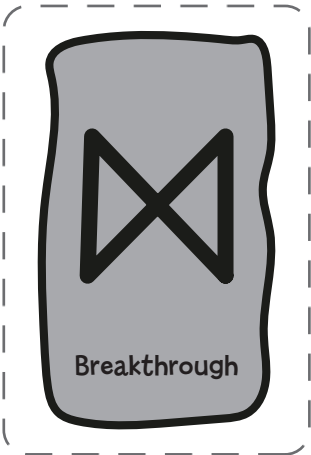
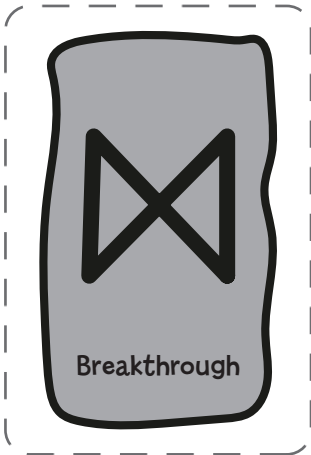
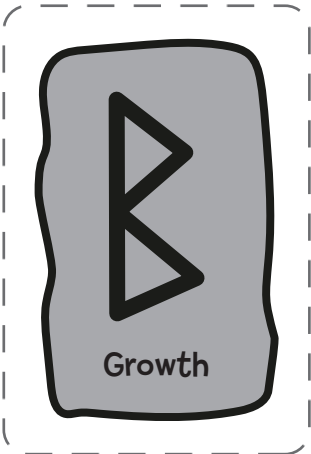
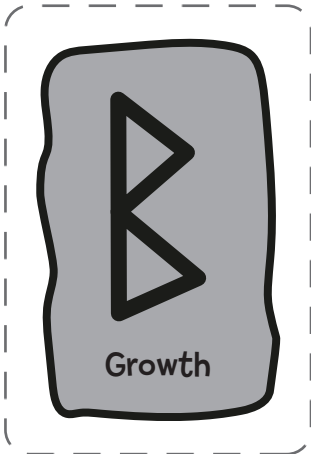
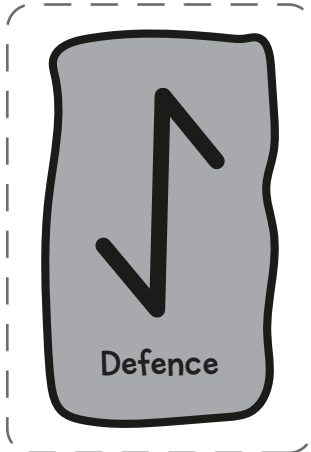
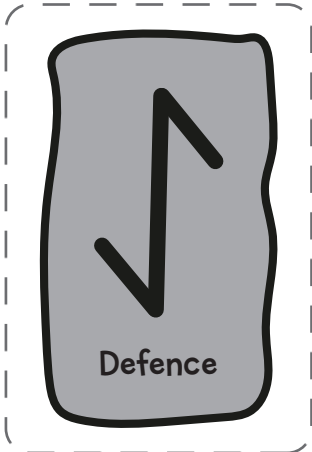
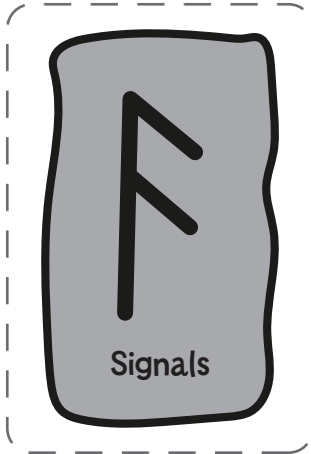
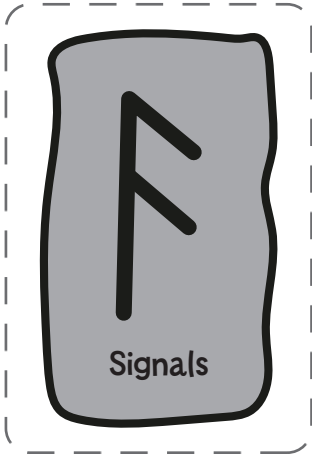
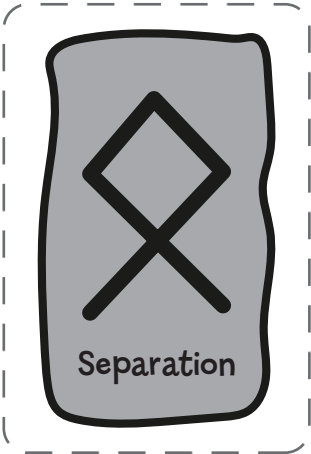
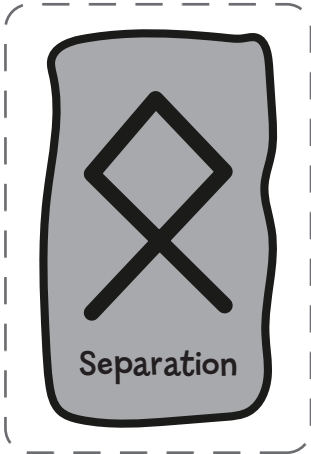


# Set 1 - Page 3

Suggested for ages 3 - 7

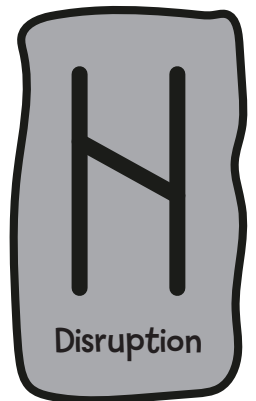
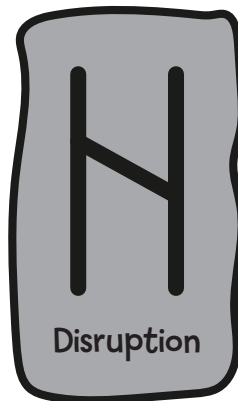
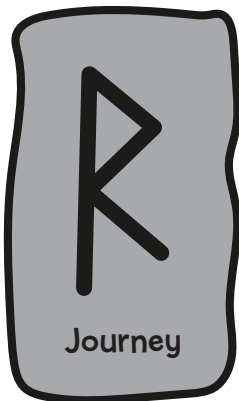
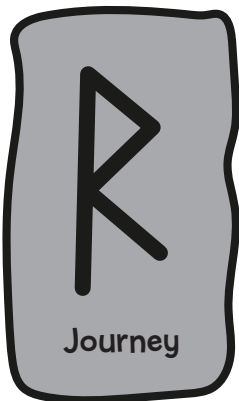
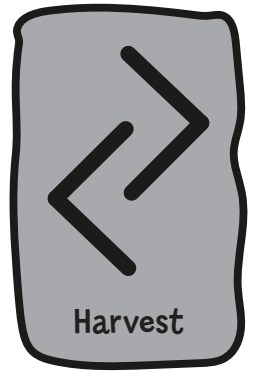
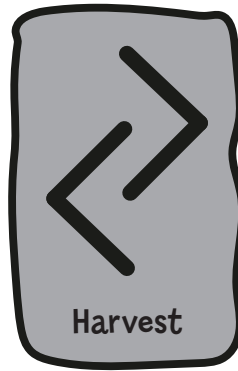
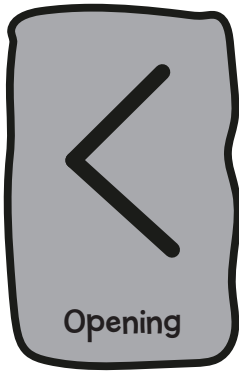
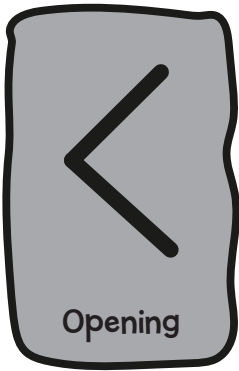
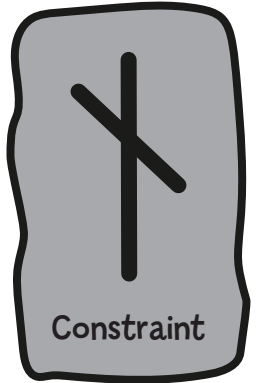
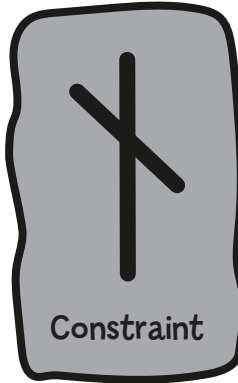
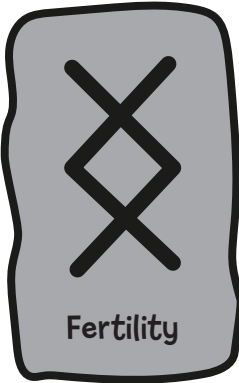
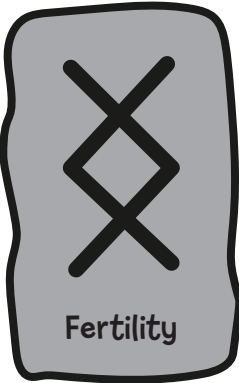
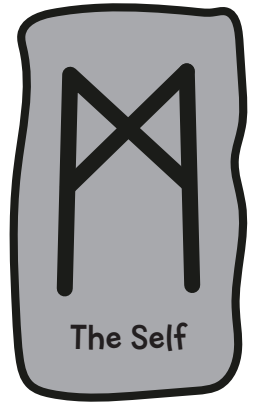
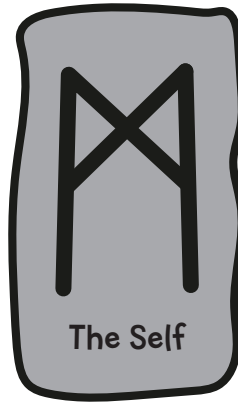






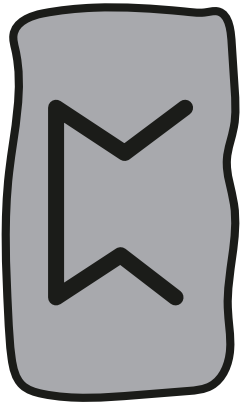
# Set 2 - Page 3

Suggested for ages 7 - 11

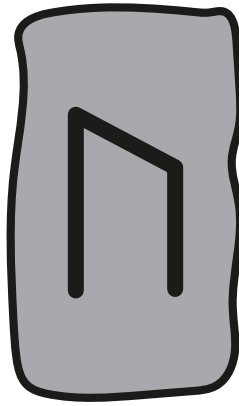


# Set 3 - Page 1

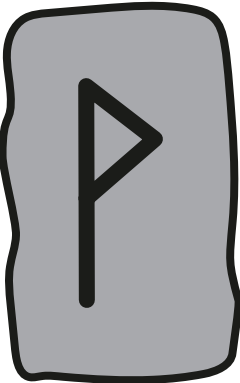
Suggested for ages 11+



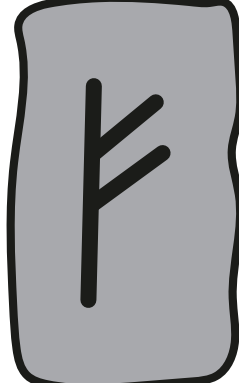
Initiation



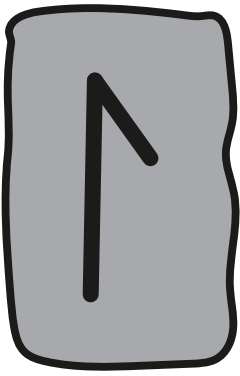
Strength



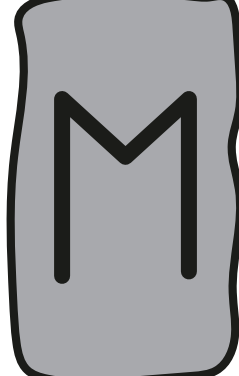
Joy



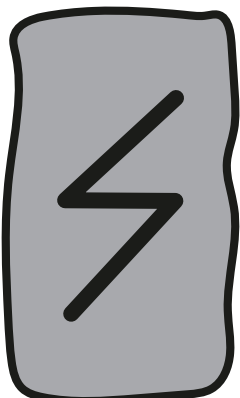
Possessions



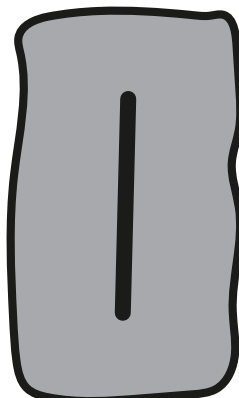
Flow



Movement

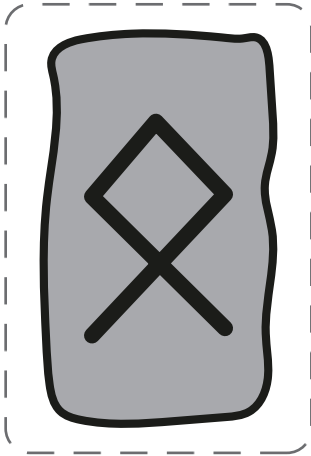


Wholeness

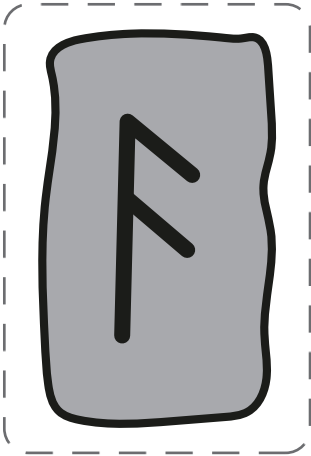


Standstill

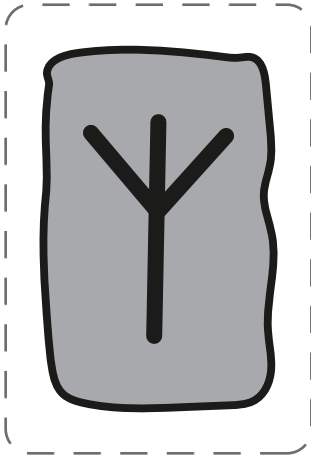




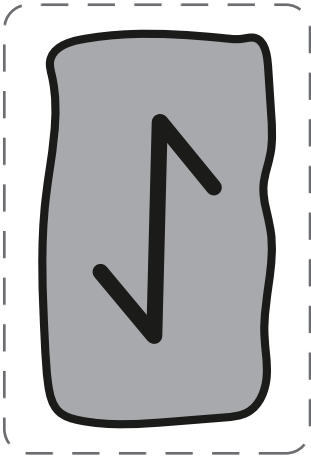
Separation



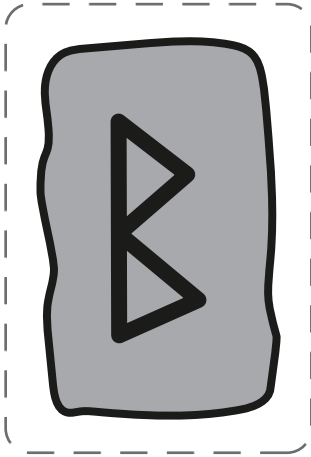
Signals



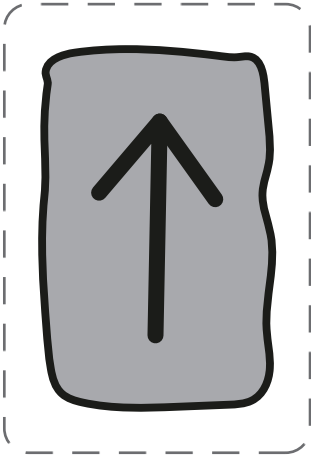
Protection



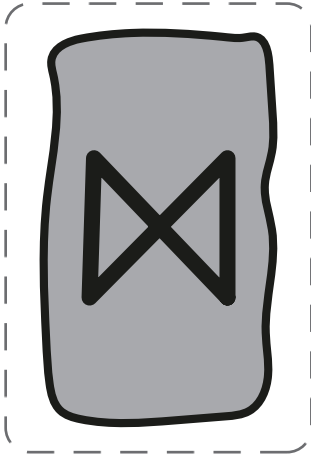
Defence



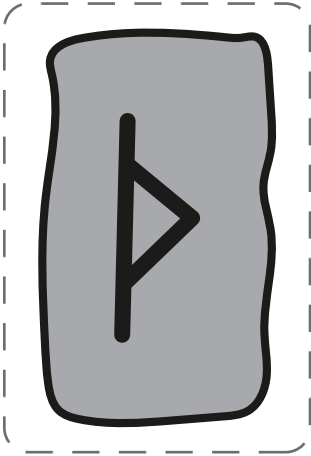
Growth





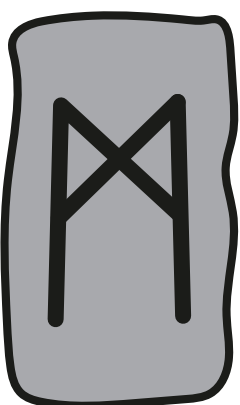



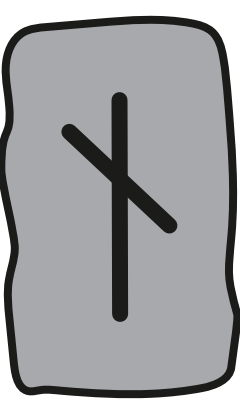
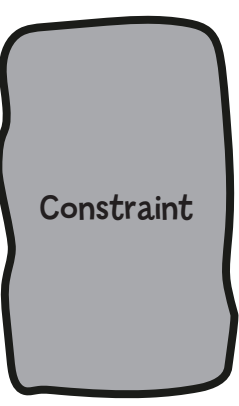
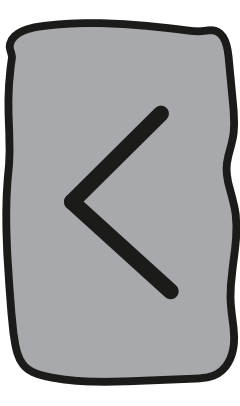

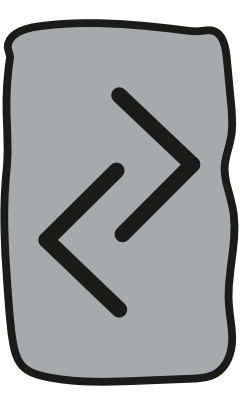

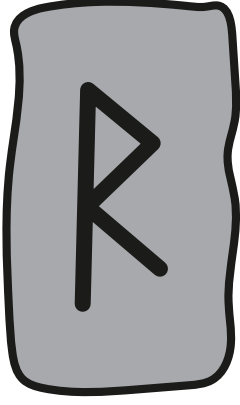
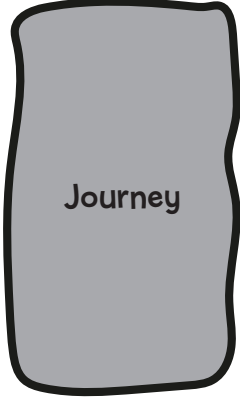
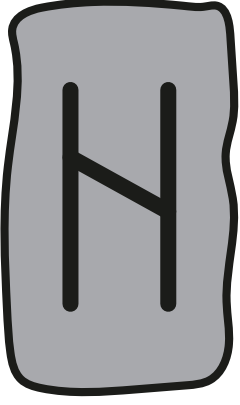
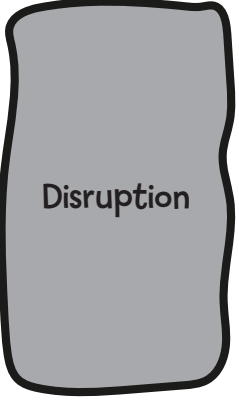
Warrior



Breakthrough



Gateway

	 <p>Partnership</p>		 <p>The Self</p>
	 <p>Fertility</p>		 <p>Constraint</p>
	 <p>Opening</p>		 <p>Harvest</p>
	 <p>Journey</p>		 <p>Disruption</p>