


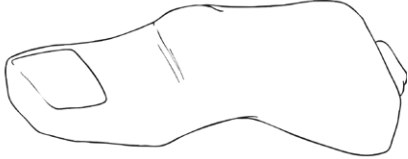





# Wergild for Body Parts

Use your labels or sticky notes to stick the amount of wergild owned for the different body parts onto a member of your group. Then add up how much you are owed in wergild. Which group wins the most money?

Body Part		Wergild Value
Broken tooth		1 shilling
Broken nose		10 shillings
Lost finger		6 shillings
Lost thumb		20 shillings
Lost foot		50 shillings
Dislocated shoulder		30 shillings
Blinded eye		50 shillings

# Wergild for Body Parts

I can find out how the legal system worked in Anglo-Saxon Britain.



<b>Group 1</b> <b>You have suffered:</b> 6 broken teeth 1 broken nose 1 dislocated shoulder	<b>Total owed:</b>	<b>Group 2</b> <b>You have suffered:</b> 1 blinded eye 3 missing fingers 1 missing thumb	<b>Total owed:</b>
<b>Group 3</b> <b>You have suffered:</b> 2 missing thumbs 1 blinded eye 1 broken tooth	<b>Total owed:</b>	<b>Group 4</b> <b>You have suffered:</b> 1 missing foot 1 dislocated shoulder 1 broken nose	<b>Total owed:</b>
<b>Group 5</b> <b>You have suffered:</b> 1 broken nose 4 missing fingers 6 broken teeth	<b>Total owed:</b>	<b>Group 6</b> <b>You have suffered:</b> 2 blinded eyes 1 dislocated shoulder 1 broken nose	<b>Total owed:</b>

## Anglo Saxon Crime and Punishment

See if you can use the information you have gathered and the list of what each body part is worth to create your own board game about Anglo Saxon Crime and Punishment.