

Talking Points: The Bayeux Tapestry

How can art that captures past events spark our imagination and creativity?

Historical artworks and artefacts offer rich inspiration for creative exploration while supporting cross-curricular learning. Activities such as drawing, collage, and hands-on making provide engaging ways to analyse a painting, helping to develop visual literacy and critical thinking skills.

Explore the Bayeux Tapestry using the sources below, then discuss the questions provided.

Please Note:

This page includes links and videos from external sites, verified at publication but subject to change.

Teachers should review all content for classroom suitability.

[Report any issues](#), and check school firewall settings if videos don't play.

AGES 5-8

AGES 9-11

AGES 11-14

FREE TO ACCESS

The Bayeux Tapestry



Discover the entire Bayeux Tapestry scene by scene and follow online the 70 meter-long embroidered canvas which tells the story of the conquest of England in 1066 via the [official Bayeux Tapestry site](#).

Use the above images to inspire “[Show Me What You See](#)” looking and drawing exercise.

The Animated Bayeux Tapestry was created as a student project while at Goldsmiths College. Just

as the historic original embroidery does, the animation depicts the lead up to the Norman Invasion of Britain in 1066.

Animation by David Newton, Music and sound design by Marc Sylvan.

“Close Looking” Questions to Ask Children

Tell me about the clothes the people wear. What purposes do the outfits serve? What patterns can you see repeated?

What shapes and forms do you see repeated? Why do you think the artists repeated similar forms?

Tell me about the colours you see. How do they make you feel? Would we use similar colours today?

How do the artists depict ideas about strength and power?

This Talking Points Is Used In...

Pathway: working with shape and colour

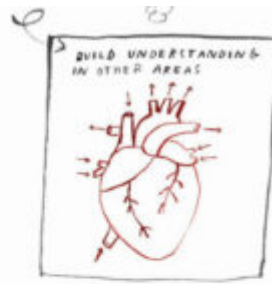
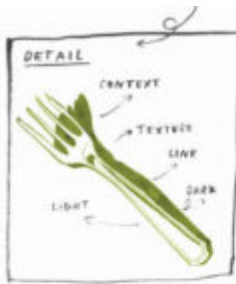


This is featured in the 'Working with Shape and Colour' pathway

using sketchbooks to make visual notes



Show me what you see



SHOW ME WHAT YOU SEE METHOD:

1) GUIDE SEEING

"SHOW ME..."

2) RULES



3) CHALLENGE EXPECTATIONS

4) COUNT DOWN