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|---------|----|----|----|----|
| Finish! | 38 | 37 | 36 | 35 |
| 30 | 31 | 32 | 33 | 34 |
| 29 | 28 | 27 | 26 | 25 |
| 20 | 21 | 22 | 23 | 24 |
| 19 | 18 | 17 | 16 | 15 |
| 10 | 11 | 12 | 13 | 14 |
| 9 | 8 | 7 | 6 | 5 |
| Start! | 1 | 2 | 3 | 4 |

| | | | | |
|----------------|----|----|----|----|
| Finish! | 38 | 37 | 36 | 35 |
| 30 | 31 | 32 | 33 | 34 |
| 29 | 28 | 27 | 26 | 25 |
| 20 | 21 | 22 | 23 | 24 |
| 19 | 18 | 17 | 16 | 15 |
| 10 | 11 | 12 | 13 | 14 |
| 9 | 8 | 7 | 6 | 5 |
| Start! | 1 | 2 | 3 | 4 |

For students

Option 1: Use the snakes and ladders board as a question/answer game to revise a topic.

- Write questions into as many squares as possible.
- Write the answers onto cards and number the back with the number of the corresponding square on the board.
- As a minimum you must fill the squares at the bottom of each ladder and at the top of each snake.
- Swap your board and answer cards (face down) with another group.
- When you are ready to play, you will need a counter each and a die.
- You must answer a question correctly to roll on the next go. Miss a turn for a wrong answer.
- You must answer a question correctly to move up a ladder. Miss a turn for a wrong answer.
- If you answer a question at a snake's head correctly, you can remain on that square. If the answer is incorrect, you must go down the snake!
- The first player to get to the finish square is the winner!

Option 2: Use the blank board to make your own snakes and ladders game.

This blank board is a great way to revise the ups and downs of a person, institution or party.

- First create a timeline of the period and identify the positive, negative and neutral events.
- Add the events to the blank board by writing in the squares (in chronological order!). It is a good idea to do this in pencil as you may wish to shift things about later. You do not need to fill in every square.
- Still in pencil, mark on ladders going up from positive events/achievements and snakes going down from negative events.
- Try out the game to ensure it will work - you may need to move things slightly and you may not be able to put a snake/ladder for every positive/negative event.
- When you are happy you can write over the key events in pen and draw your snakes and ladders beautifully. You can also illustrate the blank squares with relevant pictures.

For teachers

Option 3: Use the Smart Notebook version to play interactively on a classroom IWB.

- You will need a set of question/answer cards for the class.
- Up to six players/teams can play.
- Roll the electronic die and attempt a question.
- Correct answers get to move forward: incorrect answers miss a turn.