

SNAKES AND LADDERS

Visit www.english-able.com/board-games to select your desired questions and challenges. Once you have chosen what you want to use, go to your “**Board Game Studio**” page and assign topics to the coloured buttons. **See recommendations below.**



Preparation

- Choose which board you would like to use. We have included a range of boards to choose from depending on how many topics you would like to include.
- Divide your class into groups, ideally of three, to maintain engagement.
- Hand out boards and dice. One to each group.
- Show your Board Game Studio QR code to the students. They will need one phone per group.

Game Play

- Players place their piece on the “Go” square. Students can use whatever they want as pieces.
- Decide who will go first. Rock, Paper, Scissors usually does the trick!
- The first player/pair rolls the die and moves their piece that number of spaces along the board. When they land on a colour square, another player takes the phone, clicks the corresponding colour button, and reads the question/challenge to them.
- If the player answers the question correctly/completes the challenge successfully, they stay on the square they landed on. If they are wrong/fail the challenge, they must go back to where they came from.
- If a player lands at the bottom of a ladder, they go up it. If they land on the head of a snake, they go down it.
- When a player reaches the “Finish” square, they have won.

Recommendations

- If using a board with fewer than six colours, consider adding a challenge topic to the spare colour or colours. This could be used when students land on a snake or ladder. They must complete the challenge before they can ascend the ladder, or to avoid sliding down a snake.









