

SUPER SNAKES & LADDERS

Game play instructions

This game is intended to give students the opportunity to have fun whilst revising (or learning) the English content on the game cards. The game is played like conventional snakes & Ladders, with the added attraction of super cards that transform the game play & add strategy & competitiveness.

It is worth while taking the time & effort to teach students the instructions thoroughly so they get the full benefit of recycling the language content.

What you need.

One printed Snakes & Ladders game per group of three to five students. One dice & a set of super cards and questions cards. Students need a figure or 'counter' which can be provided by the teacher or by the students. (Typical figures used are: Rings, coins, erases, pen tops, lip sticks, keys etc...)

Game instructions.

The game is played like standard Snakes & Ladders. Players go up the ladders and down the shakes. The first player to reach the finish square wins.

Give each group a game board, dice & cards. Students shuffle the game cards and place them face down on the table, where they can be reached by all players. The 'super cards' are shuffled; three are dealt to each player & placed face up on the table.

Play commences by the youngest player throwing the dice or using a super card. Super cards can only be used before the dice is thrown. If a super card is used, the player follows the action on the card (for example, move forward 5 spaces) and takes action depending on the square landed on. If moving forward 5 spaces puts the player on a ladder, he goes up the ladder, then throws the dice & moves. If moving forward five spaces puts the player on a snake, s/he goes down the snake then throws the dice and moves. If the player lands on a crate, s/he may take an extra super card, then roll the dice & move. Players are only permitted to have a maximum of three super cards. If a player is in possession of three super cards, s/he is not permitted to take a card when landing on a crate. (The chance is lost.)

If the player lands on a question star, one of the other players takes a question card and reads the card to the student. If s/he gets the question correct, the student keeps the card (The student who answered the question, not the student who read it.) Once a student has collected three question cards, s/he must exchange them for one super card. . If the player is in possession of three super cards, s/he is not permitted to take a card. (The chance is lost.) The three question cards are returned to the bottom of the pile. The student who reads the card has the option of showing the question to the playing student if the answer is covered by finger or thumb. (Useful for weaker students.)

Players may use their super cards to help themselves. For example, to land on a ladder, crate, winning square or to jump past a snake. They may also use the cards on any other player. For example, to make a player go down a snake, or simply move 5 or 10 squares backwards.

Game play instructions continued.

Stress to students that '6' is **not** doubled when thrown on the dice & that they do not need the exact number to land on the 'WIN' star, thus winning the game.

During the game, monitor the students helping with any pronunciation they find difficult from the questions cards. Encourage them to use their 'super cards' rather than loose the chance to collect more due to the '3 card maximum' rule. Make sure that they use a question card **every** time a player lands on a star.

Point out that the game board has numbered squares in order to make calculating position easier when using the +/- cards.

Win Star - Land on this to win the game



Question Star - Land on this and answer a question



Crate - Land on this and take a free 'Super Card'



If you are not sure about the rules, play the game & you will work it out. Alternatively, play the online version at www.playandwin.co.uk

Play this game online - PlayAndWin.co.uk

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Super Card

RULES & USE



+5

Move a player forwards five squares

-5

Move a player back five squares

+10/-10

The player uses the spinner to determine whether to move forward or backward ten squares

Double
x2

The player moves double the number thrown on the dice

Triple
x3

The player moves treble the number thrown on the dice

Extra
turn

The player throws the dice & moves (taking any action necessary) then throws the dice again, taking the extra turn - (Taking any action necessary)


Cheese

This card allows the player holding it, to take any card from any of the other players. The cheese is returned to the bottom of the super card pile.


Freeze

The player holding this card may freeze one of the other players for one round. I.E. They miss one turn. The freeze card is returned to the bottom of the super card pile.


Switch
place

This card allows the holder to switch places with any other player. E.G. Player A. has the switch places card, player B. is almost a the winning square. Player A. uses the card and swaps his counter with student B.