

Teacher's Notes

SNAKES AND LADDERS

Type of activity: group work, whole class

Focus: revision

Level: 4–6 graders

Time: 45 minutes

Preparation: Make a copy of the board and questions (cut out two sets of questions for each of Grades 4, 5 or 6) for each group of students, counters for the students and board magnets (used as counters when you work with the whole class)

Procedure

1. The game is based on the traditional Snakes and Ladders, in which players navigate their counters according to the roll of the dice from the start to the finish. In the game, they are helped or hindered by ladders and snakes. In this version of the game, students can climb up and move several squares forward if, after a dice roll, they land on a field containing the Professor and answer a question correctly. Also, they can be pushed backwards, if they land on the square containing Evo the octopus and cannot answer the question correctly. The square to which the student should move their counter is indicated by either the ladder or the octopus's leg.
2. Explain the rules of the game, preferably by showing the students how to play (draw a simple board, roll the dice, show what happens if they land on a particular square).

RULES:

- Students take turns to roll the dice and move forward the number of squares on the dice. If the student lands on a square containing Evo, they choose a question from Evo's set. If they don't answer it or answer incorrectly, they go backwards. If they answer correctly, nothing happens (they stay where they are).
- If the student lands on a square containing the Professor, they choose a question from the Professor's set. If they answer the question correctly, they can move forward. If they don't answer the question, or answer incorrectly, nothing happens (they stay where they are).
- If the student lands on a square containing the end of a ladder or the leg of the octopus, nothing happens.
- The questions that allow the student to move forward (Professor) are more difficult, and the ones that force the student to go backwards (Evo) are easier.

3. Divide the students into groups of three (other divisions are also possible, to be chosen based on the number of students in the class). Two of the students are the players and one of them is appointed as the referee and is given the answers to the questions. This person can also perform the role of moderator.
4. Distribute the board, questions, counters and answers. Give the students some time to play the game in groups. If some students finish too quickly, ask them to play again (they should have some questions left) or tell them to write the two most difficult questions in their notebook.
5. As a follow-up, have a class competition based on the same game. Draw octopi and ladders on the board (don't worry if your drawing skills are not great!) and divide the students into two teams. Play the game again, this time with two teams competing against each other. This is a good opportunity to go over the exact material you wish to revise. Also, you may give a reward to the winning team.

Optionally, you may skip the part of the lesson when students work in groups and use the question sets in a whole-class activity. Also, if you feel that your students will benefit more, you may change the order of the group work and whole-class activity.

