

Making the Snakes and Ladders board



Targets

Children aged 3 to 7, who start learning to count (Parents or elder siblings are helping)

Materials

Blank 'Snakes and Ladders' board (Appendix 2), pencils, crayons or pens, counters, Blu Tack

What do children learn?

By marking down the numbers one by one, children learn to count from 1 to 100. Some children are not fluent in counting numbers larger than 20. They can develop their fluency in counting while playing different games with the 'Snakes and Ladders' board.

Variation (For children aged 3 to 4, a 5x5 grid)

Parents and children can determine what good habits and bad habits are. For example, 'brushing teeth after meals' is a good habit whereas 'not tidying up after playing toys' is a bad habit. Put images or icons representing good habits at the bottom of a ladder. Put images or icons representing bad habits put on the head of a snake. It helps remind children to develop good habits and get rid of bad habits. While playing the board game, the player who reaches the square at the bottom of a ladder can take the shortcut. The player who reaches the head of a snake needs to slide.

What to do?

Step 1

Mark down the numbers from 1 to 100 on the board

Using the blank 'Snakes and Ladders' board, children create their own 'Snakes and Ladders' board (see Appendix 1 as reference). Children use pencils, crayons or pens of any colours to mark down the numbers one by one. Parents urge children to read aloud while marking down the numbers on the board.

Step 2

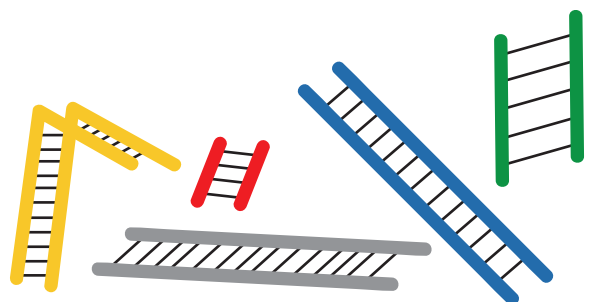
Stick the snakes and ladders on the board

Parents help cut the snakes and ladders out (Appendix 3). Children use Blu Tack to stick the snakes and ladders on the board.

Step 3

Decorate the board

Children draw their favourite characters or images on the board. The self-made 'Snakes and Ladders' board is ready!



Game 1 – Counting with the Board

Game 1a

Targets

Children aged 3 to 7 (Parents and siblings are helping)

Materials

Self-made 'Snakes and Ladders' board, game cards

What to do?

Step 1

Parents count with children. For example, "Let's count from the beginning."

Step 2

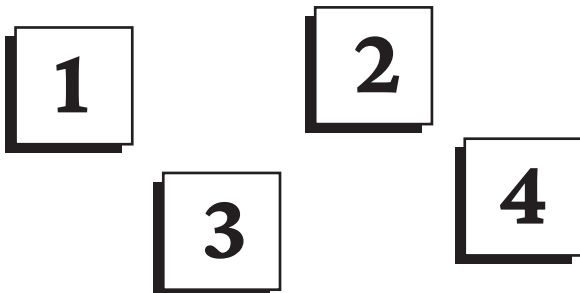
Parents and children count and read out the numbers loudly.

Step 3

Parents set range of numbers to be counted. For example, "Please count from 24 to 41."

Step 4

Children start counting from 24 and read out the numbers loudly.



Game 1b

Targets

Children aged 3 to 7

Number of players

2 to 4

Materials

Self-made 'Snakes and Ladders' board, game cards

What to do?

Step 1

Parents or siblings cut out the game cards.

Step 2

Each player draws a card and counts according to the requirements shown on the card.

Step 3

The player reads out the numbers loudly and other players check the numbers.

What do children learn?

In Game 1a and Game 1b, children learn to count, count backwards, count by 2, count by 10, count backwards by 2, and count backwards by 10. It develops children's fluency in these counting skills, number sense and place-value concepts.

Game 2 – Snakes and Ladder (With Counting)

Targets

Children aged 3 to 7

Number of players

2 to 4

Materials

Self-made 'Snakes and Ladders' board, counters and one 6-faced dice

What do children learn?

By marking down the numbers one by one, children learn to count from 1 to 100. Some children are not fluent in counting numbers larger than 20. They can develop their fluency in counting while playing different games with the 'Snakes and Ladders' board.

What to do?

Step 1

Put the counters on the square that says 'Start'.

Step 2

Take turns to roll the dice. Move the counter forward the number of squares shown on the dice.

Step 3

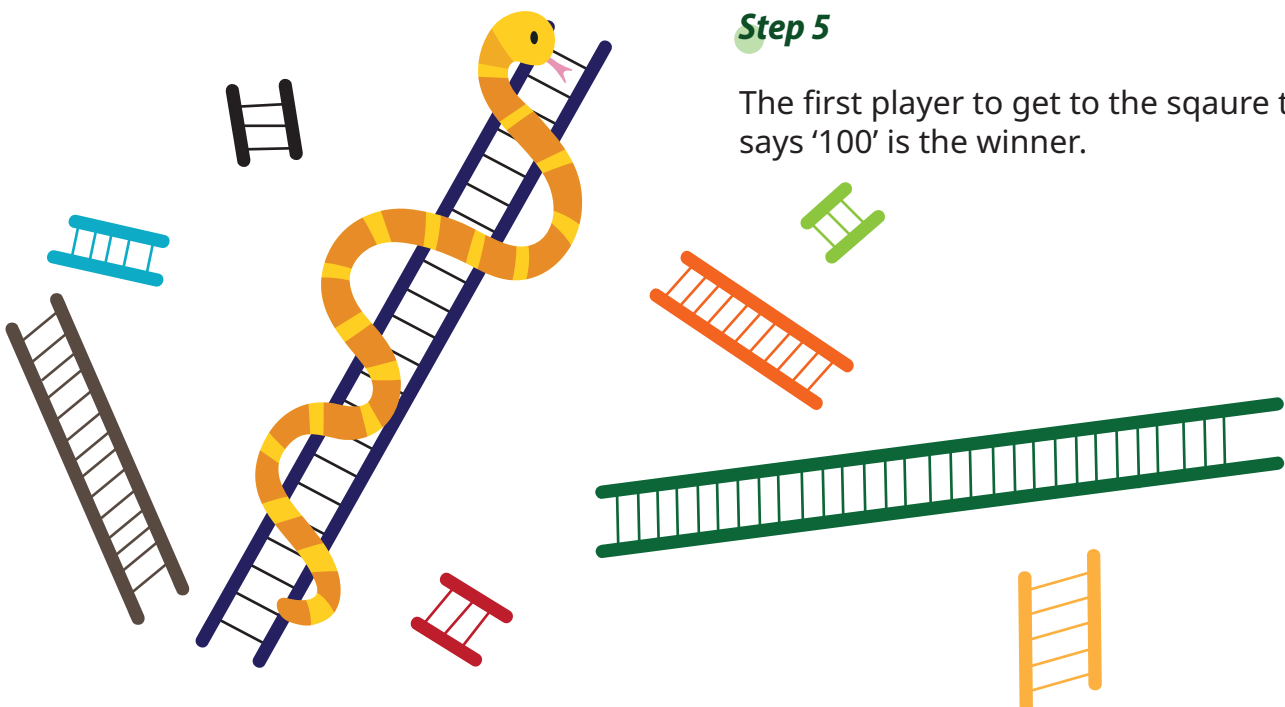
If the counter lands at the bottom of a ladder, move up to the top of the ladder.

Step 4

If the counter lands on the head of a snake, slide to the bottom of the snake.

Step 5

The first player to get to the square that says '100' is the winner.



Game 3 – Snakes and Ladders (With Addition)

Targets

Children aged 6 to 8

Number of players

2 to 4

Materials

Self-made 'Snakes and Ladders' board, counters and two 10-faced dice

(If there is no 10-faced dice, players can use an online random number generator to generate two numbers from 1 to 10.)

What do children learn?

By telling the sum of the two numbers shown on the dice, children are practising single digit addition. The other players serve as checkers and they are practising single digit addition as well. Without rough work paper, children are actually developing subitising skills on single digit addition.



What to do?

Step 1

Put the counters on the square that says 'Start'.

Step 2

Take turns to roll the two 10-faced dice and tell the sum of the two numbers shown on the dice.

Step 3

If the answer is correct, move the counter forward the larger number of squares shown on the dice.

Step 4

If the answer is wrong, move the counter forward the smaller number of squares shown on the dice.

Step 5

If the counter lands at the bottom of a ladder, move up to the top of the ladder.

Step 6

If the counter lands on the head of a snake, slide to the bottom of the snake.

Step 7

The first player to get to the square that says '100' is the winner.

Game 4 – Snakes and Ladders (With Multiplication)

Targets

Children aged 6 to 8

Number of players

2 to 4

Materials

Self-made 'Snakes and Ladders' board, counters and two 10-faced dice

(If there is no 10-faced dice, players can use an online random number generator to generate two numbers from 1 to 10.)

What do children learn?

By telling the multiplication fact of the two numbers shown on the dice, children are memorising the multiplication facts of two single-digit numbers repeatedly. The other players serve as checkers and they are memorising the multiplication facts of two single-digit numbers repeatedly as well. Without rough work paper, children are actually developing fluency in recalling multiplication facts. It would be desirable if teachers or parents provide children with a multiplication table so that they can refer to it if needed.

What to do?

Step 1

Put the counters on the square that says 'Start'.

Step 2

Take turns to roll the two 10-faced dice and tell the multiplication fact of the two numbers shown on the dice.

Step 3

If the answer is correct, move the counter forward the larger number of squares shown on the dice.

Step 4

If the answer is wrong, move the counter forward the smaller number of squares shown on the dice.

Step 5

If the counter lands at the bottom of a ladder, move up to the top of the ladder.

Step 6

If the counter lands on the head of a snake, slide to the bottom of the snake.

Step 7

The first player to get to the square that says '100' is the winner.





Appendix 1: Basic 'Snakes and Ladders' board

100	99	98	97	96	95	94	93	92	91
81	82	83	84	85	86	87	88	89	90
80	79	78	77	76	75	74	73	72	71
61	62	63	64	65	66	67	68	69	70
60	59	58	57	56	55	54	53	52	51
41	42	43	44	45	46	47	48	49	50
40	39	38	37	36	35	34	33	32	31
21	22	23	24	25	26	27	28	29	30
20	19	18	17	16	15	14	13	12	11
1	2	3	4	5	6	7	8	9	10
Start									





Appendix 2: Blank 'Snakes and Ladders' board

Start									

