

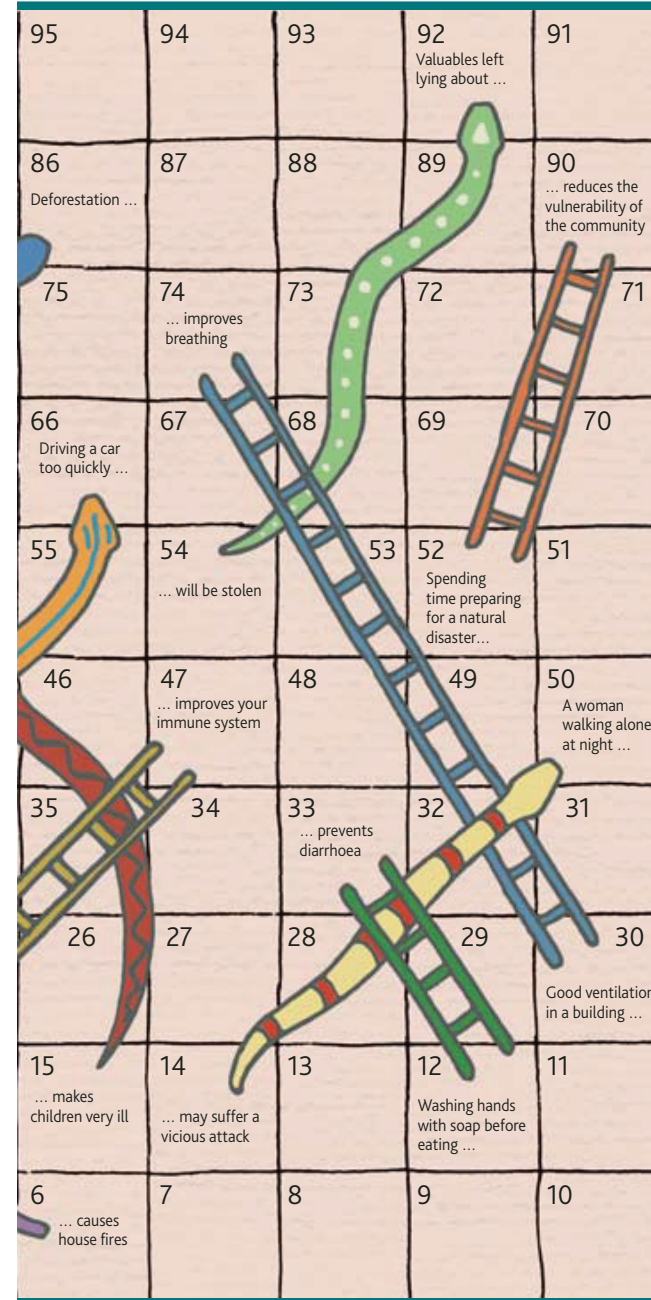
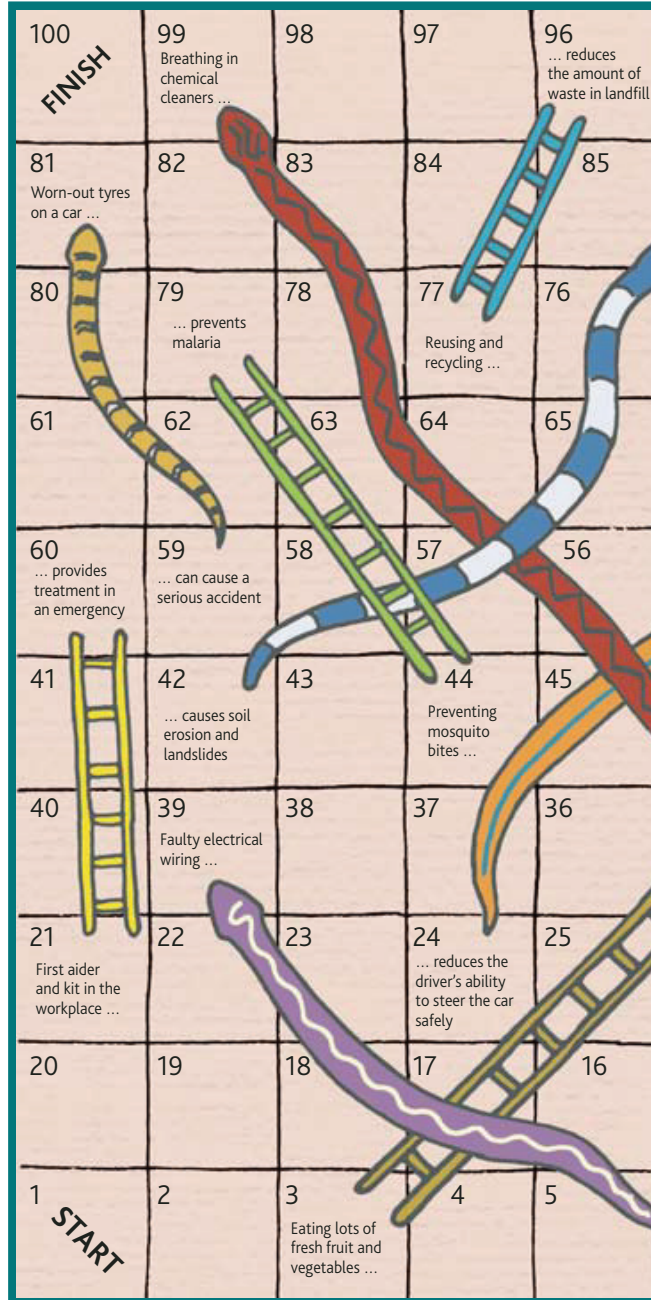
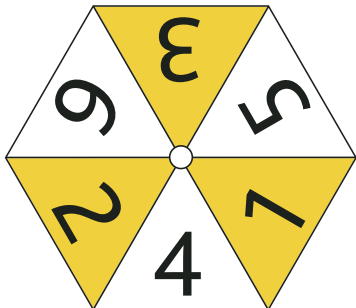
# Using games

Compiled by Rebecca Dennis

Board games can be fun to play and can be used to teach adults and children (aged seven and upwards) some important lessons. One example is the popular game of Snakes and Ladders, which is shown and explained on these pages. One of the strengths of this game is that the messages and language can be adapted to the local situation. This version shows how everyday risks can be reduced and what can happen if we do not manage them.

Board games work best when the messages on the board are adapted to refer to issues within your community. You can make your own board game by copying this board onto a large sheet of paper, cardboard or wood, and adapting the messages. You should aim to put the most important messages against the longest snakes and ladders to emphasise their importance.

Players should be encouraged to discuss the problems (snakes) and solutions (ladders) that they land on during the game. When the game is over, discuss any other relevant problems or solutions which were not mentioned. Also discuss what actions people can take to manage everyday risks in their own lives.



# Snakes and ladders

This game is suitable for adults and children (aged seven and upwards).

## WHAT YOU NEED

- Dice
- Seeds, stones or shells as markers
- Game board

*(If you do not have a dice, copy the numbered shape opposite on to card or stiff paper, then push a matchstick or thin twig through the centre. Twirl the stick gently. When the dice stops spinning, the side resting on the ground is the number you use.)*

## HOW TO PLAY

This game can be played by two to six people, or by teams. Each player uses a marker to show the place he or she occupies on the board.

Each player rolls the dice. The player with the highest number starts the game.

The first player rolls the dice and moves his or her marker according to the number shown on the dice, beginning from square 1, marked START. The players then take it in turns to roll the dice and move their marker.

If a player rolls a six, the player moves six places, then rolls the dice for a second turn.

If a marker stops on the **head of a snake**, the player moves their marker down to the tail of the snake. The player reads the message at the head and tail of the snake to all the players. All players then briefly discuss the issue. That player's turn is over and their next turn starts from the square at the tail of the snake.

If a marker lands at the **bottom of a ladder**, the player moves to the top of the ladder. The player reads the message at the bottom and top of the ladder to all the players. All players then briefly discuss the issue. That player's turn ends at the top of the ladder, and his or her next turn begins from there.

The first player to reach the FINISH wins the game.