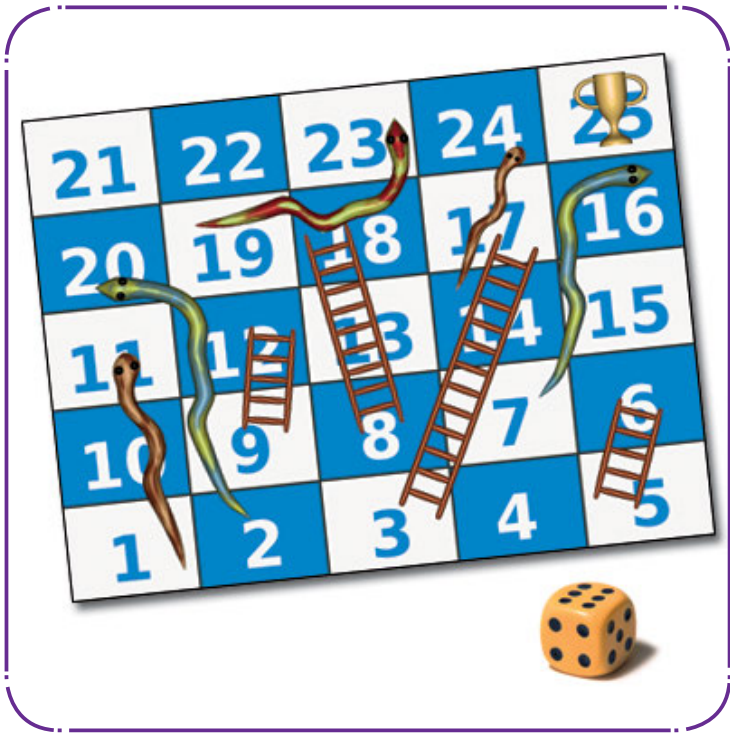


A Learning Challenge – Snakes & Ladders



Your challenge is to ...

Design a **Snakes & Ladders** game for a learning journey.

Your resources ...

- A grid of 48 squares (6 x 8)
- Add **five learning ladders** that make you leap forward in learning
e.g. You notice patterns in a complicated diagram.
- Add **five learning snakes** that make you slide backwards in learning
e.g. You fail to listen and understand what someone in your class is saying to you.

When you have finished your board, swap it with another group and play the game.