



Basic

Notes for Teachers and Parents

Pupils learn best through play and this game, based on 'snakes and ladders', harnesses the child's natural aptitude for play. It is suitable for even the most reluctant learner as the learning takes place in a non-threatening environment - there is no 'failure' in a game. It is a highly popular and pragmatic method of learning, simple to use, engaging and entertaining.

This board game should be fun, if the student does not get the appropriate stress/pronunciation, on the first attempt, a bit of leniency goes a long way to make it enjoyable and educational.

This game improves sight vocabulary in a non-contextual situation. The success of playing the game improves self-esteem and confidence in literacy ability. This game gives the student the opportunity for improvement of social interaction and social skills.

Rules:

- 1 Max number of 3 players.
- 2 One Die and Coloured Counters (students can make their own).
- 3 No need for a "6" to start.
- 4 Initially players must say the word (correctly) when they land on it.
- 5 More competent students can say all of the words as they cross them.

100 I	99 has	98 her	97 will	96 away	95 what	94 are	93 do	92 have	91 was
81 this	82 be	83 time	84 to	85 about	86 too	87 saw	88 up	89 us	90 very
80 his	79 there	78 then	77 them	76 their	75 the	74 that	73 take	72 all	71 so
61 him	62 come	63 our	64 see	65 over	66 put	67 two	68 said	69 out	70 she
60 once	59 on	58 old	57 off	56 of	55 now	54 not	53 but	52 an	51 my
41 is	42 it	43 last	44 a	45 little	46 big	47 look	48 made	49 make	50 me
40 into	39 in	38 they	37 one	36 here	35 with	34 he	33 we	32 has	31 you
21 other	22 could	23 did	24 were	25 down	26 for	27 from	28 get	29 go	30 got
20 can	19 came	18 call	17 by	16 next	15 live	14 because	13 three	12 back	11 when
1 like	2 today	3 after	4 some	5 am	6 new	7 and	8 went	9 as	10 at