



100 knowledge	99 gnome	98 scissors	97 dumb	96 rhubarb	95 gnarl	94 write	93 chalk	92 guard	91 listen
81 numb	82 whistle	83 guarantee	84 doubt	85 scenery	86 hymn	87 knit	88 wrap	89 plumber	90 gnaw
80 young	79 wrist	78 youngest	77 guilty	76 knight	75 guide	74 scythe	73 calm	72 wrestle	71 rhyme
61 plague	62 science	63 soften	64 country	65 wrong	66 solemn	67 design	68 debt	69 knuckle	70 scent
60 ghost	59 knelt	58 descend	57 league	56 hour	55 known	54 fasten	53 walk	52 wreck	51 build
41 calf	42 wreath	43 reign	44 crescent	45 comb	46 knives	47 cousin	48 wrote	49 disguise	50 crumb
40 answer	39 thistle	38 yolk	37 honest	36 vague	35 would	34 double	33 knife	32 sign	31 scene
21 ascend	22 guest	23 half	24 younger	25 lamb	26 talk	27 writing	28 dinghy	29 know	30 glisten
20 trouble	19 scenic	18 wring	17 could	16 gnome	15 castle	14 building	13 autumn	12 gnash	11 build
1 wrinkle	2 rogue	3 knot	4 climber	5 school	6 tongue	7 scientist	8 wrench	9 should	10 column

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.