









CONQUERING LITERACY ACTIVITY 25: SNAKES AND LADDERS (AP TP16)

Players take turns to throw a dice and move the corresponding number of squares. If a player lands on a snake or a ladder, they must turn over a card from the top of the pack and read (or spell) the word in order to avoid going down the snake or to go up the ladder. The first person to reach the 'finish' square and read (or spell) a word from the pack correctly is the winner.

41.	42.	43.	44.	45.	46.	47.	48.	49.	50.
									Finish
40.	39.	38.	37.	36.	35.	34.		32.	31.
									
21.	22.		24.		26.	27.	28.	29.	30.
									
20.	19.		17.	16.	15.		13.	12.	
									
1.	2.	3.		5.		7.	8.	9.	10.
Start									

Images: www.freeimages.co.uk

Print and cut up the cards below and place them cards face down on the table ready to use with the Snakes and Ladders game.

milk	held	self	film	kiln	help
spilt	melt	scalp	silk	belt	hulk
sulk	tilt	felt	helm	pulp	gulp
wilt	stilts	bulk	cult	silt	alps