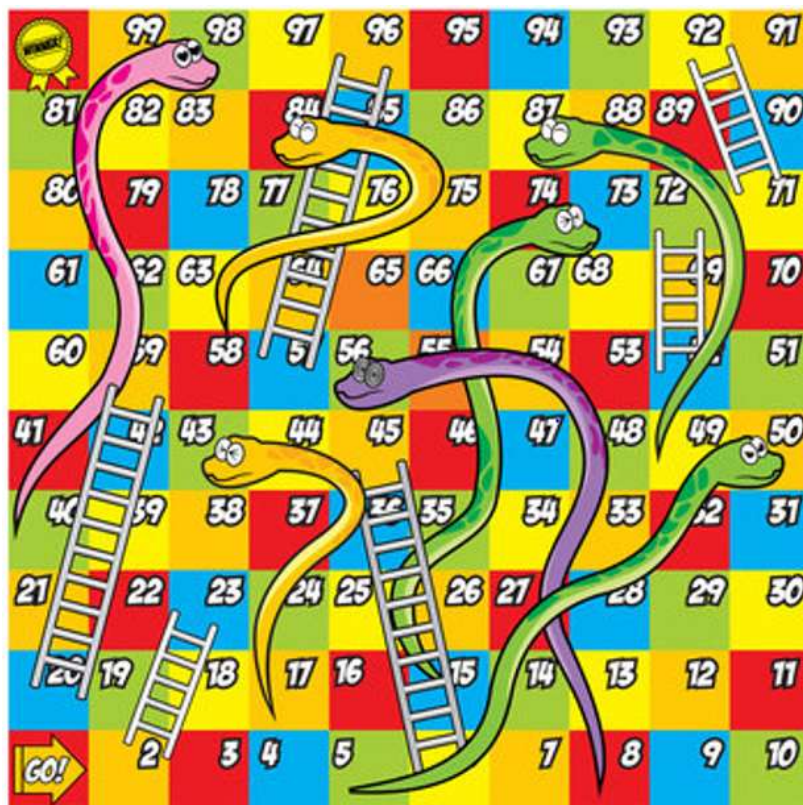


Snakes and Ladders		
Purpose A way to get the child's views in a game format.	Listen to Me Game Discussion	Age range Reception onwards
Resources Snakes and ladders board, dice, counters, prepared questions.		
Instructions for use: <p>Start by talking to the child or young person about the purpose of this activity. It needs to be clear that this is a fun way of you being able to find out the best ways of helping them to be happy and safe in school. Remind them that their opinion is important, there are not right or wrong answers and that they can be honest about their thoughts and feelings. Decide when to finish the talking activity and just play the game e.g. (pupil dis-engaging, enough information for now).</p> <p>When the child lands on a ladder, ask them to think of something that helps them in school and write this on the ladder. When the child lands on a snake, write on the snake something that makes school hard. Whilst playing the game, acknowledge the child or young person's responses to your prepared questions and observe their body language as this can provide useful insight into their feelings at the time.</p> <p>After the game, reflect with the child about what can be done to affect change for the better. The information you have gathered through this process can then be shared with parents/carers or other professionals and will then inform individual outcomes and provision in place to support their needs.</p>		
Example:		
 <p>The image shows a standard 10x10 Snakes and Ladders board. The numbers 1 to 100 are arranged in a boustrophedon pattern, starting from the bottom right (1) and ending at the top left (100). The board is colored in a checkerboard pattern of red, yellow, and blue. There are several snakes and ladders placed on the board. Snakes are located at: 49 to 30, 89 to 71, 68 to 51, 54 to 47, 35 to 26, 15 to 7, and 18 to 2. Ladders are located at: 91 to 89, 88 to 87, 76 to 65, 64 to 54, 53 to 43, 42 to 32, 31 to 21, 20 to 10, 19 to 9, and 8 to 1. A 'GO!' arrow is at the bottom left, pointing towards square 1. A 'WINNER!' star is at the top left, near square 100.</p>		