



# Water Snakes and Ladders Game instructions

### You will need

- One counter for each player
- A dice

#### **How to play**

- Each player rolls the dice. The player with the highest number goes first, followed by the player with next highest number, and so on.
- Take it in turns to roll the dice again. Move forward according to the number on the dice.
- If you land on an action square, read it out and follow the instruction.
- Carry on until all the players reach the end.

#### After the game

Make a note of all the good things and bad things that happened on your water walk. Then...



## Choose one or two of the following activities

- 1. Pick one good thing and one bad thing from your list of events. Talk to the other players about how you would have felt if these things had happened to you.
- 2. Recreate your journey as a comic strip or a story. Use what you discussed for activity one.
- 3. Write and perform a short play about the events that occurred on your journey.





#### What next?

Why not raise money for WaterAid at your school or youth group? Share the game and use your story or play to show your friends the difference clean water, toilets and hygiene make. Visit our schools page at wateraid.org/schools



The hand pump breaks A member of your The clean water down and nobody family trains as a hand allows you to grow knows how to fix it. Finish! pump mechanic. your own vegetables. Celebrate the new well in your village! Go back to Go forward Go forward the old well on one space one space square 12 29 33 30 31 32 35 You attend a You help to build a new community meeting You forget to wash well and install a hand about where to put a your hands after pump in your village. new well in your village. going to the toilet. Go forward Go forward Go back one space one space two spaces 27 23 22 28 .... You attend a lesson all about staying healthy You slip over and spill It rained overnight by washing your hands. all of your water! and dirt got washed into You tell all your friends the well. You fall ill. and family. Go back to Miss a turn the start Go forward one space 21 15 No queue for the well! You join the queue You are ahead of time for the well. It's very and will manage to get You've reached the long. No time for to school. well and collected school today. your water! **Go forward** Miss a turn two spaces 13 12 10 8 You meet your friend on the way to the well. You trip over some It makes the long walk stones and drop your **Start** pass more quickly. jerrycan. Go forward two Miss a turn spaces