









DO IT!

Add numbers to the grid and put snakes and cakes onto it for the first game.



Players take turns to throw the giant dice – you can help them by fetching it whilst they stand in the squares. Remember if they land on a cake they have to miss a turn, and landing on an adder sends them up the board.





Celebrate the winner!! When they reach the end, take the opportunity to discuss why our version is different. Can they think of snakes that are good guys in films or in folklore? They will struggle! It's a great discussion starter.







