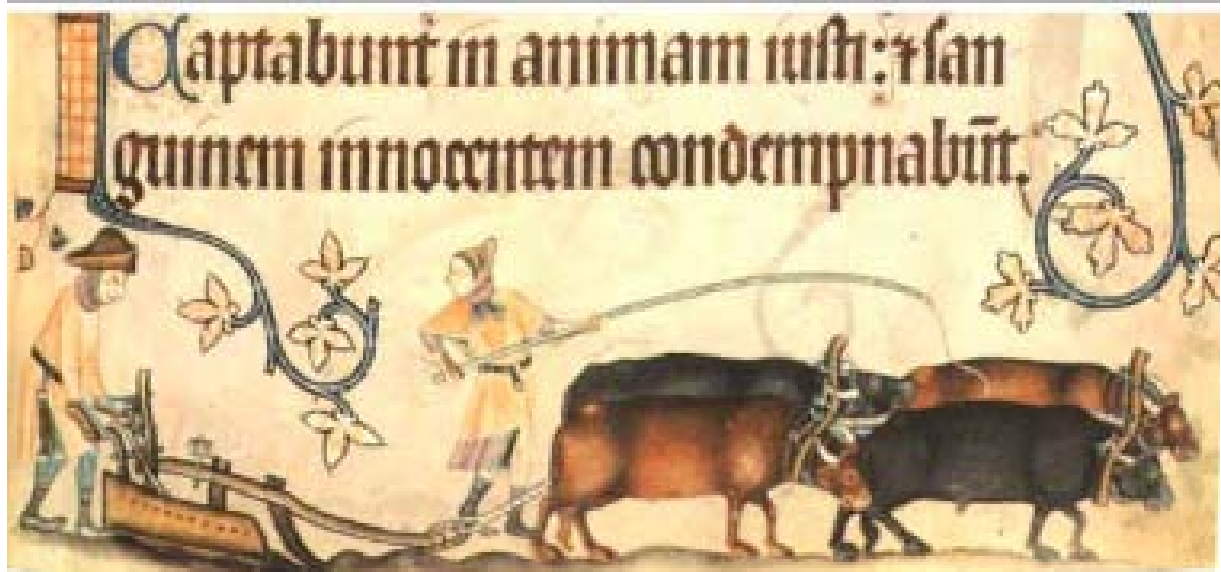
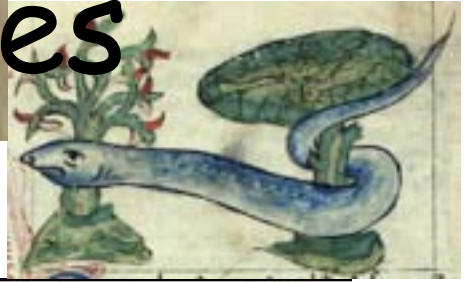




Medieval Snakes and Ladders



Your son falls sick and without his help to goad the oxen with his long whip you cannot plough your strips when your turn comes.

Good and Bad Chances to help you make your own Snakes and Ladders game.



Medieval Snakes and Ladders

This activity is designed to provide details of life in a medieval village, which children learn about while constructing their own snakes and ladders game. The activity originally consisted of a booklet which provided instructions on producing a game and a series of information cards with good and bad chances to include on the board at the bottoms of ladders or the tops of snakes. The online activity consists only of the chances, which are seasonal since you progress through the seasons as you ascend the board and are also provided in short and long versions with illustrations.

We would like you to think about providing more chance cards and also to think about other ways of using them.

The webaddress for this activity is:

<<http://www.collaborativelearning.org/medievalsnakes-ladders.pdf>>

BRIEF SUMMARY OF BASIC PRINCIPLES BEHIND OUR TEACHING ACTIVITIES:

The project is a teacher network, and a non-profit making educational trust. Our main aim is to develop and disseminate classroom tested examples of effective group strategies across all phases and subjects. We hope they will inspire you to use similar strategies in other topics and curriculum areas. We run teacher workshops, swapshops and conferences throughout the European Union. The project publishes a catalogue of activities plus lists in selected subject areas, and a newsletter available by post or internet: "PAPERCLIP".

*These activities were influenced by current thinking about the role of language in learning. They are designed to help children learn through talk and active learning in small groups. They work best in mixed classes where children in need of language or learning support are integrated. They are well suited for the development of speaking and listening. They provide teachers opportunities for spoken language and other assessment.

*They support differentiation by placing a high value on what children can offer to each other on a particular topic, and also give children the chance to respect each other's views and formulate shared opinions which they can disseminate to peers. By helping them to take ideas and abstract concepts and move them about physically they help to develop thinking skills.

*They give children the opportunity to participate in their own words and language in their own time without pressure. Many activities can be tried out in mother tongue and afterwards in English. A growing number of activities are available in more than one language, not translated, but mixed, so that you may need more than one language to complete the activity.

*They encourage study skills in context, and should therefore be used with a range of appropriate information books which are preferably within reach in the classroom.

*They are generally adaptable over a wide age range because children can bring their own knowledge to an activity and refer to books at an appropriate level. The activities work like catalysts.

*All project activities were planned and developed by teachers working together, and the main reason they are disseminated is to encourage teachers to work effectively with each other inside and outside the classroom. They have made it possible for mainstream and language and learning support teachers to share an equal role in curriculum delivery. They should be adapted to local conditions. In order to help us keep pace with curriculum changes, please send any new or revised activities back to the project, so that we can add them to our lists of materials.

Summary of chances from Autumn to Summer

You make a lot of cider	Your sick son can't help you plough	Your hay goes mouldy	Your pigs grow fat in the forest
AUTUMN			
Expensive Scot-ale party	Your seed wheat goes mouldy	Two extra days boonwork	You find lots of nuts
WINTER			
Salted meat goes bad	Your son brings wedding present	Plough breaks on frozen ground	Miller steals some of your grain
SPRING			
Lord holds Christmas Feast	You sell lots of home-made baskets	Hay gets damp	You are sold to a better Lord
Fox steals poultry	You lose your swarm of bees	You son brings home wild birds	Lord's doves eat your barley
SUMMER			
You have to shear the Lord's sheep	You get lots of twin lambs	You secretly steal a deer	You steal three of Lord's rabbits
You fail to go to Lord's work	You sell vegetables in town	You are caught working on Sunday	You catch one of Lord's rabbits
You pay for new roof	Daughter steals miller's trout	You pay Lord for son's marriage	You town dwelling son brings iron and salt



You drink too much ale at the midsummer feast. You feel so ill that you miss the next day's work for the lord and his steward fines you three days work.



You sell your extra vegetables in the town market and make enough money to buy some delicious larks from the fowler - enough for four pies. You find a pieman to make your pies because you are not allowed to have an oven in your house.

Wet weather and working for the lord slows down your own harvest. The reeve catches you working very early one fine Sunday morning. You have to pay a fine to the lord and a fine to the priest.



When cutting your barley you catch two of the lord's rabbits escaped from his warren. You carry them secretly home in your hat! Two good dinners and some fur to put in your shoes! You sell the skins to a fellow villager to make gloves.





Your hut needs a new roof. You use up a lot of straw from your harvest and also have to pay the thatcher. On the good side your hut is now very dry and snug.



One hot day your daughter tickles a fat trout from the miller's pond. She carries it home hidden in her basket.



A son gets married at midsummer. He goes to the next village so you have to pay the lord several days work and some silver pennies



Your son ran away to town last June and hid himself there. It is now a year and a day since he left. Now he is a free man and the Lord cannot touch him. He comes to bring you an iron pot and a big bag of salt.



You kill a pig just before Christmas and put it in salt. You use too little because the lord charges a high price. The meat spoils and goes mouldy.



The frozen ground breaks the iron tip of your plough. You have to pay for another from the smith. He is busy mending the lord's armour and you lose two days work on your fields.



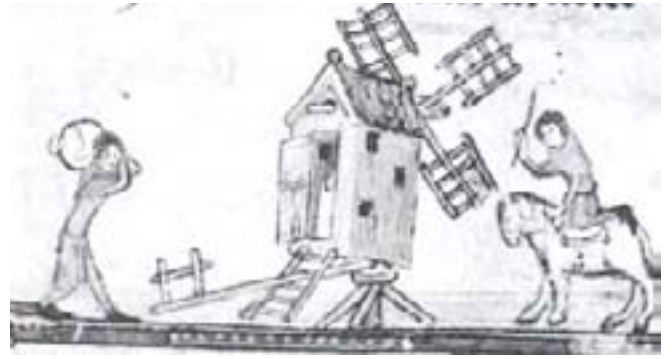
Your son plays the bagpipes at a January wedding. He brings home two chickens, a manchet loaf and a game pie. You have a feast!



The ground is too frozen to work outside. You pick withies and make baskets to catch eels. The lord, when you give him some, gives you permission to go to the town to sell the rest.



The lord holds a huge Christmas feast. You have to give a fat goose, but all the family eat well and have a good time dancing and chatting to neighbours.



You have threshed your grain. After Christmas you take it to the miller to be ground. You know he keeps some for himself but the lord demands that you take it to his windmill. You keep some back to grind at home on your quern.



Your hay has got damp and mouldy. You have nothing to feed the breeding animals with. You have to exchange beans and grain for clean hay.



You are sold to another lord who needs more villeins. You are happy to go because your present lord is mean and hasn't even held a Christmas feast for two year. You'll also get more strips of land but will have to work harder looking after this new lord's sheep.



Your bees swarm in April and land in the lord's desmesne. He catches them before you do and puts them in his own hives. You will have to find more bees in the forest.



A hungry fox steals all your chickens and geese soon after they start laying eggs. You will not be able to give the lord his Easter gift of eggs and young chicks and will have to give him silver pennies instead.

Looking up inside a dovecote



Your son goes to sleep on your strips. The lord's doves eat your young barley shoots. You have to buy more barley seed from a neighbour. You beat your son soundly.



You are called for extra boonwork. You have to spend a day shearing the lord's sheep when you should be weeding your strips



Your son goes Maying with the fowler and brings home two wood pigeons and three thrushes. You roast them and they taste delicious. This is the first meat you have had since Christmas.



Rabbits escape from the lord's warren and eat the few parsnips left after the winter. You catch three and have fine rabbit stew.



You and three others manage to steal a young deer from the king's forest. It is very thin after living on very little through the winter, but the scrawny meat provides some good meals.



Your sheep all produce twin lambs. you have to give one to the priest and one to the lord, but you still end up with two more than you expected.



You give two days work to the lord to graze your pigs in the forest. There are lots of acorns and beechmast so your pigs grow very fat.



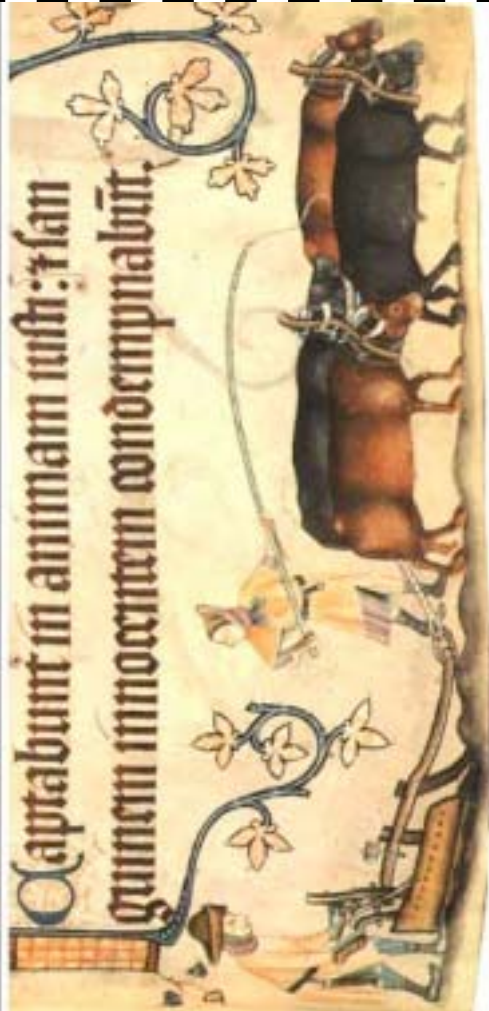
Mildew and damp ruin your seed wheat. The lord sells you wheat to sow but at a high price. You have to give him two good animals.



You and your family find a lot of cobnuts and walnuts in the forest. You can grind the nuts into flour and make bread.



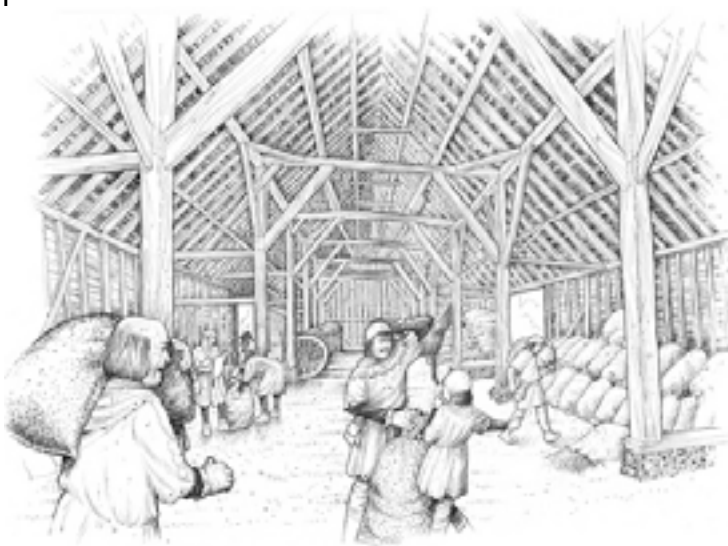
Your hay goes mouldy. You gathered it when it was still wet. You have to kill your animals two months early because you cannot feed them. They are not fat yet.



Your son falls sick and without his help to goad the oxen with his long whip you cannot plough your strips when your turn comes.



Your family find a lot of apples in the forest. You make a lot of cider and sell some of it to your neighbours.



The lord demands an extra day's boonwork to repair his barn before the winter rains. The work on the roof takes two days but he gives you a bushel of barley to make beer.



The king's forest verderers hold a scot-ale party and invite you. You dare not refuse, so you end up paying through the nose for thin vinegary ale.