

# Medieval Snakes and Ladders

This activity was originally developed by Susan Hart and Stuart Scott in 1981 and has been available through the catalogue since the inception of the project.

The original version contains a booklet with instructions for making a snakes and ladders game. You lived in a village, and as you moved up the board you passed through the different seasons. The board had good chances at the bottom of ladders and bad chances at the top of snakes. So when you landed on either, you picked a card to find out a detail which you could then enter into your personal diary. We have only provided here in this digital version the good and bad chance cards (there are short and long versions of these). In order to bring the activity to greater life we would like you to provide us with more interesting chance cards.

The webaddress for this activity is:

<<http://www.collaborativelearning.org/medievalsnakesladders.pdf>>

## COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

Supporting a cooperative network of teaching professionals throughout the European Union to develop and disseminate accessible teaching materials in all subject areas and for all ages.

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## 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.

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.
<b>AUTUMN</b>			
Expensive Scot-ale party.	Your seed wheat goes mouldy.	Two extra days boonwork.	You find lots of nuts.
Salted meat goes bad.	Your son brings wedding present.	Plough breaks on frozen ground.	Miller steals some of your grain.
<b>WINTER</b>			
Lord holds Christmas Feast.	You sell lots of home-made baskets.	Hay gets damp.	Sold to a better Lord.
Fox steals poultry.	You lose your swarm of bees.	Son brings home wild birds.	Lord's doves eat your barley.
<b>SPRING</b>			
You have to shear 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.
<b>SUMMER</b>			
You pay for new roof.	Daughter steals miller's trout.	You pay Lord for son's marriage.	Town dwelling son brings iron and salt.

<p>You drink too much ale at the mid-summer feast. You miss the next day's work for the lord and his steward fines you three days work.</p>	<p>You sell vegetables in the town market and make enough money to buy some delicious larks from the fowler - enough for four pies.</p>
<p>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.</p>	<p>When cutting your barley you catch one of the lord's rabbits escaped from the warren. You carry it secretly home in your hat! Two good dinners and some fur to put in your shoes!</p>
<p>Your hut needs a new roof. You use up a lot of straw from your harvest and also have to pay the thatcher.</p>	<p>One hot day your daughter tickles a fat trout from the miller's pond. She carries it home hidden in her basket.</p>
<p>A son gets married at mid-summer. He goes to the next village so you have to pay the lord several days work.</p>	<p>Your son ran away to town last June. It is now a year and a day since he left. He comes to bring you an iron pot and a bag of salt.</p>

<p>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.</p>	<p>The ground is too frozen to work outside. You pick withies and make baskets. The lord, when you give him some, gives you permission to go to the town to sell the rest.</p>
<p>The frozen ground breaks the iron tip of your plough. You have to pay for another from the smith.</p>	<p>Your son plays the bagpipes at a January wedding. He brings home two chickens and a game pie.</p>
<p>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 the watermill.</p>	<p>The lord holds a huge Christmas feast. You have to give a goose, but all the family eat well and have a good time.</p>
<p>Your hay has got damp and mouldy. You have nothing to feed the breeding animals with. You have to exchange beans and grain for hay.</p>	<p>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. You'll also get more strips of land.</p>

<p>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.</p>	<p>Your bees swarm in April and land in the lord's desmesne. He catches them and puts them in his own hives.</p>
<p>You are called for extra boonwork. You have to spend a day shearing the lord's sheep.</p>	<p>Your son goes to sleep on your strips. The lord's doves eat your young barley shoots.</p>
<p>Your son goes Maying with the fowler, and brings home two wood pigeons and three thrushes.</p>	<p>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.</p>
<p>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.</p>	<p>Rabbits escape from the lord's warren and eat the few parsnips left after the winter. You catch three and have fine rabbit stew.</p>

<p>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.</p>	<p>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.</p>
<p>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.</p>	<p>You and your family find a lot of cobnuts and walnuts in the forest. You grind them into flour and make some delicious bread.</p>
<p>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.</p>	<p>You gather baskets of wild apples and make some excellent cider. You exchange some with the alewife for a lot of beer.</p>
<p>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.</p>	<p>The lord demands an extra day's boonwork to repair his barn before the winter rains.</p>