



Instructions to teachers

## Eco Snakes and Ladders - Composting

To play this game with your Eco Team, you will need to print out:

- The game board on A3
- The Composting 'ladders' game cards (2 double sided A4 sheets)
- The Composting 'snakes' game cards (2 double sided A4 sheets)

Cut out the cards

If necessary, remove any marked with a \* as these are only suitable for schools with cooked food composting systems such as a Jora, Ridan or Scotspin. If you would like to find out more about introducing/using this type of composting system in your school, please contact [recycle@devon.gov.uk](mailto:recycle@devon.gov.uk)



There are also blank snake and blank ladder cards for you - or the Eco Team - to create your own additional cards. These can contain composting messages that are pertinent to your school.

Laminate the cards and the game board to prolong their lifespan.

Place each set of cards in a pile, face down, next to the game board.

Find a dice and some counters or ideally get the Eco Team to use a found object for their own counter (such as an acorn, a small leaf, a piece of wood etc.) Then start the children off playing the snakes and ladders game as normal.

When someone lands on a ladder, they pick up a ladder card and read it aloud. It will tell them why 'they' are being sent up a ladder (ie a positive action).

When someone lands on a snake, they pick up a snake card and read it aloud. It will tell them why 'they' are being sent down a snake (ie a negative action).

What are sleeping snake cards?

If a child picks up a card with a sleeping snake on it, they can avoid going down the snake altogether! To do so they have to explain to the other players what action could be taken to counteract the negative behaviour. Depending on the abilities of the particular group, you can if you wish, put a limit of a certain number of seconds (e.g. 20 or 30) for the response to be given to the other players.

The game continues until one player arrives at the Finish! This can be determined by yourself as to whether the players have to throw an exact number to finish or not.

