

Before you count on, predict where you will land by adding mentally. For example, if you are on square 36 and you throw a five, work out the answer to  $36 + 5$  to work out where you will land. This will help you to practise mental addition!

Use the game to help you practise your tables. Play using one die. If you are learning your three times table, multiply the number you throw by three to tell you how many squares to move on. Do this with any times table.

Play with two dice. Multiply the two numbers thrown together to tell you how many squares to move.

Play with one or two dice. Double the number you throw to tell you how many squares to move on. This will help you to get quick at doubling.

Change the rules...  
When it is your turn, you can decide whether to move forwards or backwards.

## Snakes and Ladders

### Change the Game!

Try some of these alternative versions.

Change the rules...  
When it is your turn and you throw the dice, you can decide whether to move your counter or your partners counter.

Start at 100 and play backwards towards 1. Predict which square you will land on to practise your mental subtraction. For example, if you are on 86 and you throw a 6, work out the answer to  $86 - 6$  to predict where you will land.

