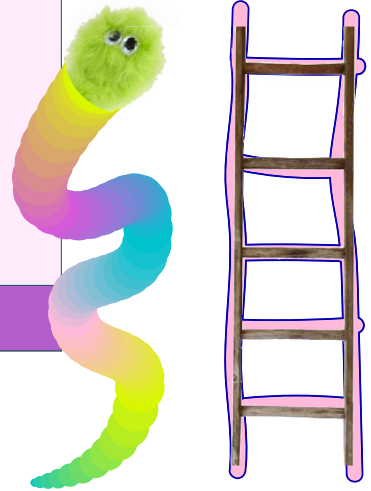# #9 Snakes and ladders to test your knowledge

Age group: older players

Duration: 30 to 45 minutes

Objective

This game lets players participate in a life size board game and test their knowledge.

Required materials

• A dice (can be made out of 6 pieces of cardboard and adhesive tape)

• Masking tape or chalk (to create the board, the snakes and the ladders)

Preperation time: 15 minutes

How to play

1. Preparation: Outline the game board on the ground with masking tape or chalk. You can choose how many squares are on the board, for example, 7 by 7 for a total of 49 squares. Number each square (from 1 to 49), reversing the order at every line, from the bottom to the top of the board. Place your snakes and ladders to link the squares of your choice. The ladders let players get to the end as quickly as possible, whereas the snakes bring them back to the beginning of the game.

2. Divide the group into two teams. Each team has to choose a human game token that will take their place on the first square of the game board.

3. The two teams roll the dice and the one that rolls the highest number starts.

4. During each turn, at random, ask the team who is playing to name a risk or a benefit related to certain types of online activities or technological devices. Here a few examples of categories: Instagram, Snapchat, video games, streaming, cell phones, etc.

5. If the team manages to think of a risk or a benefit, they can roll the dice and their game token can move forward. If the team doesn't come up with an answer, the other team can steal their turn, roll the dice, and make their token move forward.

6. The game ends when one of the human game tokens reaches the last square on the board.

Review of the activity

This activity helps players identify the benefits and risks associated with screens. To encourage reflection, begin by asking them what their takeaway is from the activity. If you would like to go further, here are a few additional questions you can ask, depending on the participants' age and level of understanding:

What is the positive side of the Internet and screens in your lives?

Have you ever experienced unpleasant situations online or because of screen use?

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