# SNAKE AND LADDER GAME

(VOCABULARY GAME FOR YEAR 2 PUPILS)

Prepared by: Athira Nabila Binti Jasman PISMP BI Jun 2015

#### **ADVANTAGES:**

### OBJECTIVES:

- To improve pupils in their vocabulary learning by using 'Snake and Ladder' game.
- **♣** To promote fun learning.



#### WHY DO WE NEED IT?

- Year 2 pupils feel demotivated and did not have interest in learning, especially when it comes to teaching vocabulary.
- ♣ They also could not remember the vocabulary that they have learned.

### TARGETTED GROUP:

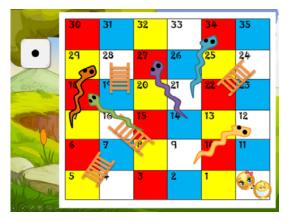
♣ Average & Low proficiency Year 2 Pupils

## THING(S) NEEDED:





To start the game, pupils need to click on the snake to go the the next step.



To play the game, pupils need to click on the dice to roll and move their avatar. To stop the dice, click on the dice again and move the avatar according to the number shown.

# 1.To start the game, click on the dice to start and stop the dice. 2.Move your avatar according to the number of the dice. 3.Click on the box and answer the question given with your group.

4.The group with the most

Pupils need to read the manual of the game to understand the game before they can start.



Pupils need to click on the box that they stopped and answer the question given to continue playing. Each box has a question.

- ✓ Before pupils can play Snake and Ladder game, pupils need to learn about vocabulary during the lesson.
- This game can be used during Post-stage in a lesson as an exercise for the pupils to recap their lesson and to promote fun learning