

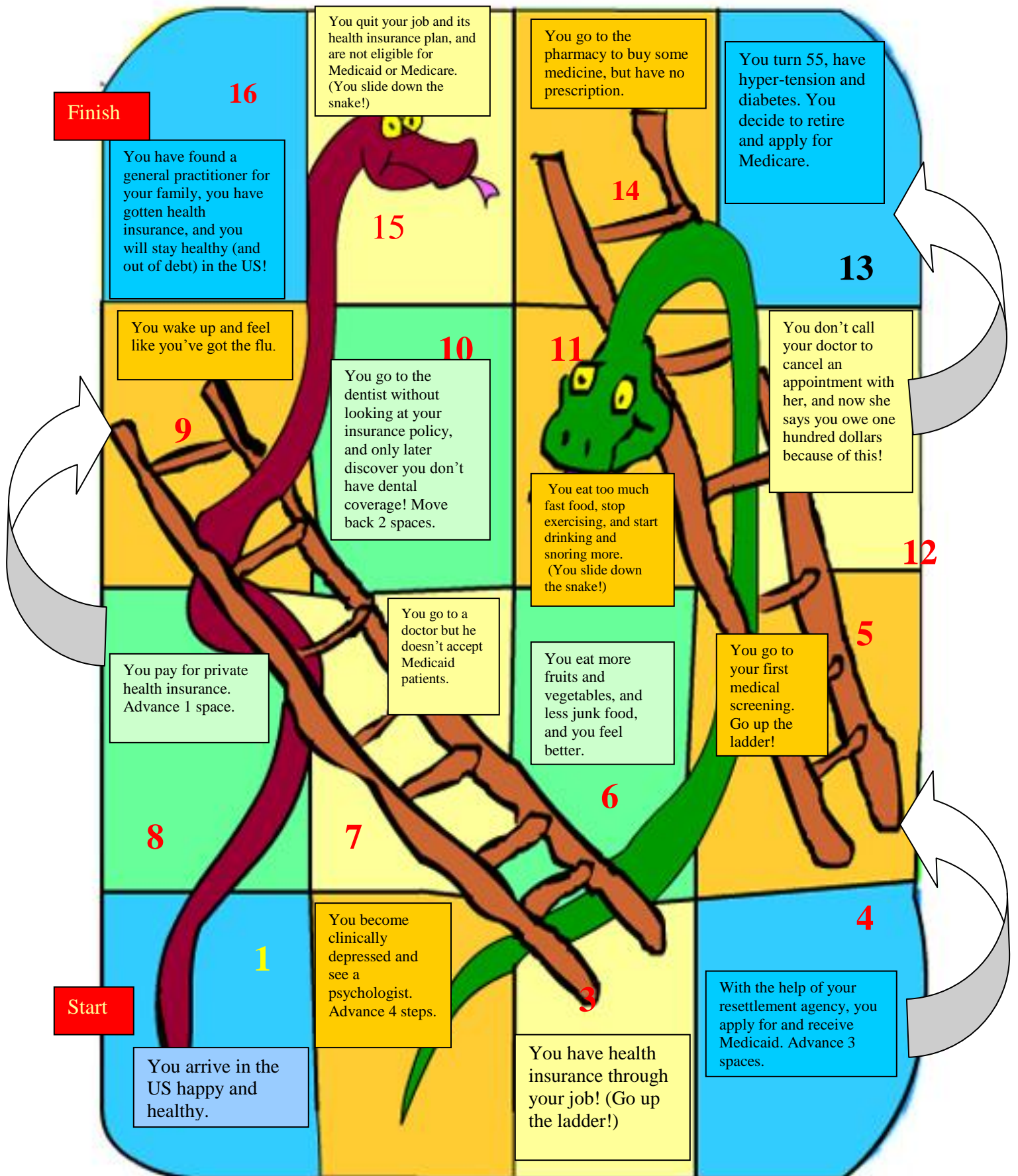
**Topic:** Health  
(HIAS Vienna)

**Activity:** Snakes and Ladders

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<b>Introduction</b>	This game is designed to serve as a primer to Child and Adult Health CO topics.
<b>Time</b>	45 minutes
<b>Materials</b>	<ul style="list-style-type: none"><li>• Copies of the “Snakes and Ladders” playing “board” (see samples included; in English and Farsi)</li><li>• 4 game markers</li><li>• 4 dice</li></ul>
<b>Practice</b>	<ol style="list-style-type: none"><li>1. Introduce the game by showing the Snakes and Ladders hand-out to the students and asking, “Did you play this game in your homeland?” Follow with a quick summary of the game rules. (If you land on a ladder, you go up; if you land on a snake, you go down. The winner is to the first to get to the end.)</li><li>2. Divide the class into four groups, and gives each group a die and a marker. Tell the students that they should play the game from beginning to end at least twice, and keep mental track of what “happens” to them as they play. This should take about ten minutes.</li><li>3. After ten minutes, ask students if they are finished; give slow groups another minute. Then ask the groups to take turns reporting to the class as a whole what they discovered about the U.S. health care system as they played the game. With each report, if necessary, explain more than what is written on the game board about, for example, emergency care or doctors’ appointments. Pause during the discussion to take questions. Take care to discuss any game square/Teaching Point which students land on or bring up, and add in any Health Teaching Points which the discussion has not touched upon.</li></ol>
<b>Variation</b>	<ul style="list-style-type: none"><li>• In this competitive variation, a magnetic white board, 2 refrigerator magnets, 1 die, and 2 copies of the Snakes and Ladders playing “board” are needed. Break class into two teams. As students are moving their chairs into two rows or circles, draw the Snakes and Ladders playing “board” on the white board. In this variation, a simple grid with sixteen squares will suffice. Once students have settled, explain the idea of the game (use an enlarged photocopy of the playing board used in above variation to show the snakes and ladders). Ask each team to choose a “reader” for their team, and give those students a Snakes and Ladders playing board hand-out. Teams then take turns rolling the die—after moving the correct number of spaces up the board, the team reader reads aloud what is printed on that square of the Snakes and Ladders hand-out. Keep track of each team’s position by moving the refrigerator magnets around on the white board. Game play may be finished within three moves (roughly six minutes), so re-matches are allowed. In the wrap-up discussion, explain and elaborate upon the healthcare Teaching Points printed on square of the board that weren’t landed on.</li></ul>

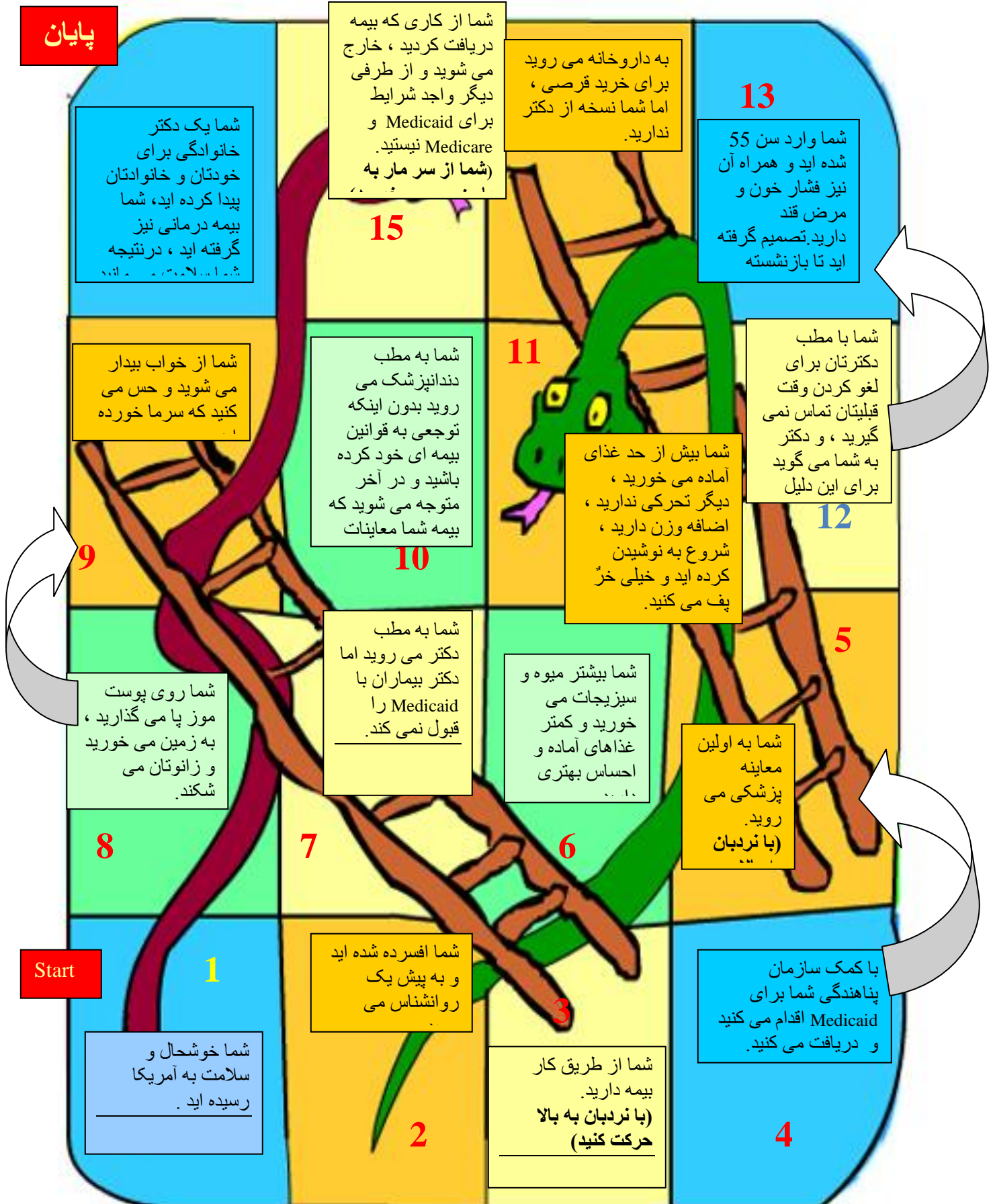
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**Instructions:** Place your marker on the start space at bottom left of board. The object is to get to the Finish space at upper left of board. Roll the dice, then move that number of spaces. If your marker lands at the foot of a ladder, move your marker up to the top of the ladder. If your marker lands on the head of a snake, you must slide down the snake!

## پایان



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توضیحات: مهره بازی خودتان را پایین سمت چپ روی قسمت شماره 1 قرار دهید. قسمت پایانی این خانه شماره 16 می باشد. تاس را بیندازید و نمره ای که دریافت می کنید، مهره بازی را به همان اندازه حرکت دهید به خانه جلوتر. اگر به نردبان، پله، یا خانه، دکدی به بالا حرکت می کنید، اگر مهره بازی شما به سه یا چهار خانه، باند به پایین