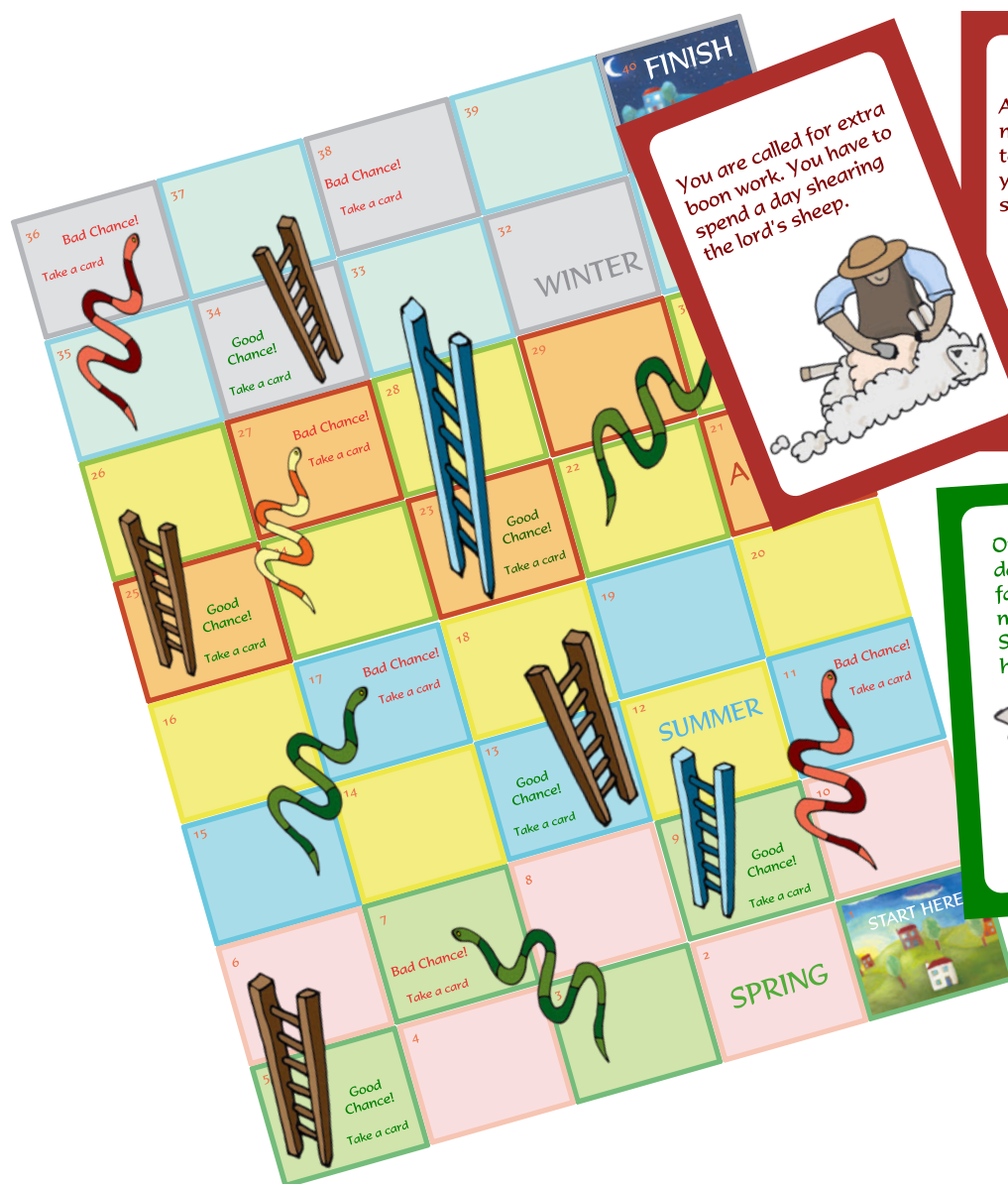


Medieval History

Snakes and Ladders



You are called for extra boon work. You have to spend a day shearing the lord's sheep.



A son gets married at midsummer. He goes to the next village so you have to pay the lord several days work.



One hot day your daughter tickles a fat trout from the miller's pond. She carries it home hidden in her basket.



go to the town to sell the rest.



We have devised this activity to help students engage with English Medieval History. To gain an insight into the life of a humble serf, students collect Chance Cards which they transcribe into a diary of their character at the end of the game.

Suitable for students aged 8+

Learning Outcome: Students will have broadened their knowledge of everyday life in Medieval England.

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Medieval History

Snakes and Ladders

Developed by Susan Hart and Stuart Scott

Theme: Medieval Village Life

Age range: 8+

Context:

We have devised this activity to help students engage with English Medieval History. To gain an insight into the life of a humble serf, students collect Chance Cards which they transcribe into a diary of their character at the end of the game.

If you make your own version please send it to the address below to help us expand our library.

Preparation:

Print out the A4 sheets.

Glue together the two halves of the Game Board and if possible, laminate it. Cover the A4 'Chance Card' sheets with 'clear pvc self adhesive book cover film' before cutting up. We have provided blank chance cards for students to make their own versions. You also might want to ask students to make their own counters.

HOW TO PLAY:

You will need the Game Board, Chance Cards, a Diary Card and pencil each / per team. You will also need some counters and dice. Players can work individually or in pairs of two against two.

1. Shuffle the Good Chance Cards and place them in a pile face down on one side of the board. Do the same with the Bad Chance Cards and place them on the other side of the board.
2. Players imagine that they live in a village, and as they move up the board they pass through the different seasons.
3. They take turns rolling the dice and moving their counter along.
4. The board has 'Good' chances at the bottom of ladders and 'Bad' chances at the top of snakes. When a player lands on either, they pick up a card to find out the detail, which they can later transcribe into their character's diary. They then move up the ladder or down the snake.
5. The first player / team to get to the "finish" wins.

Learning Outcomes:

Students will have broadened their understanding of everyday life in Medieval England.

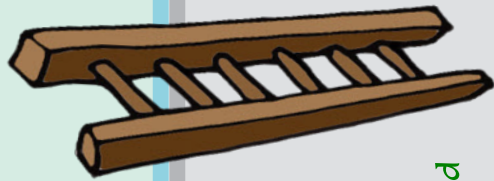
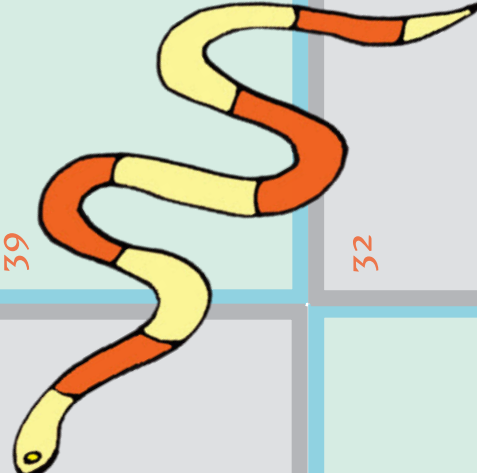
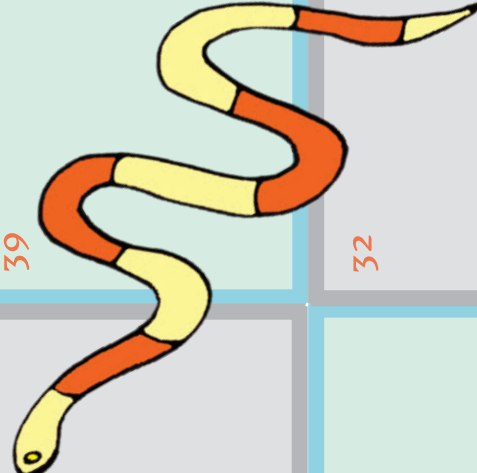


If you have found further learning outcomes please share them by emailing collaborate@mantralingua.com.

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(You can purchase a professionally printed, sound-enabled version of this activity with pre-cut cards from www.mantralingua.com. Students can use TalkingPEN to record and re-record aurally onto the pages and cards. Recordings can be saved and used for assessment, or shared with other classes and schools via "ShareLINK".)

Medieval Snakes & Ladders - Game board

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(This is the top half of the game board. Cut along the dotted line and glue to the bottom half.)

<p>36</p> <p>Bad Chance!</p> <p>Take a card</p> 	<p>37</p> 	<p>38</p> <p>Bad Chance!</p> <p>Take a card</p> 	<p>39</p> 	<p>40</p> <p>FINISH</p> 
<p>35</p>	<p>34</p> <p>Good Chance!</p> <p>Take a card</p>	<p>33</p>	<p>32</p> <p>WINTER</p>	<p>31</p>
<p>26</p> 	<p>27</p> <p>Bad Chance!</p> <p>Take a card</p> 	<p>28</p>	<p>29</p> 	<p>30</p> <p>Bad Chance!</p> <p>Take a card</p>
<p>25</p> <p>Good Chance!</p> <p>Take a card</p>	<p>24</p> 	<p>23</p> <p>Good Chance!</p> <p>Take a card</p>	<p>22</p>	<p>21</p> <p>AUTUMN</p>

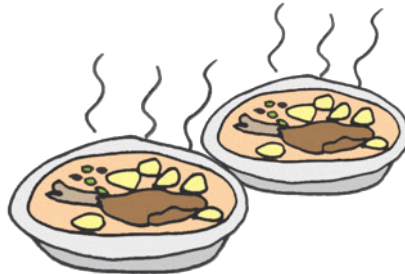
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(This is the bottom half of the game board. Glue to the top half, mount or laminate.)



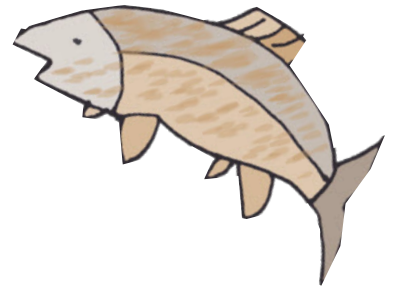
You sell vegetables in the town market and make enough money to buy some delicious larks from the fowler - enough for four pies.



When cutting your barley you catch one of the lord's rabbits escaped from the warren. You carry it secretly home in your hat! Two good dinners



One hot day your daughter tickles a fat trout from the miller's pond. She carries it home hidden in her basket.



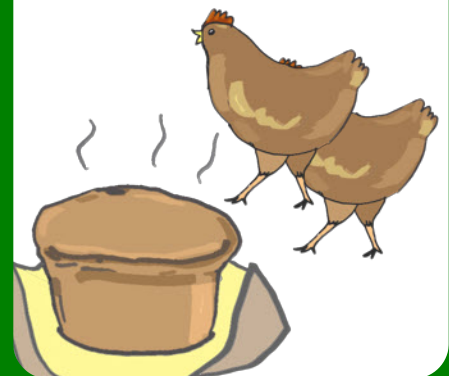
Your son ran away to town last June. It is now a year and a day since he left. He comes to bring you an iron pot and a bag of salt.



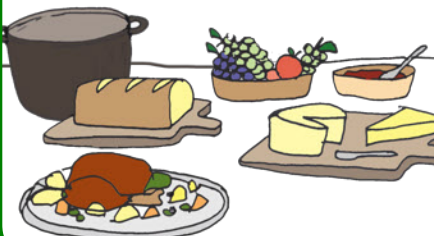
The ground is too frozen to work outside. You pick withies and make baskets. The lord, when you give him some, gives you permission to go to the town to sell



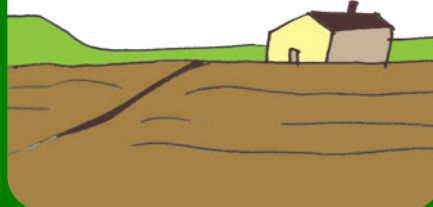
Your son plays the bagpipes at a January wedding. He brings home two chickens and a game pie.



The lord holds a huge Christmas feast. You have to give a goose, but all the family eat well and have a good time.



You are sold to another lord who needs more villeins. You are happy to go because your present lord is mean and hasn't even held a Christmas feast. You'll also get more strips of land.



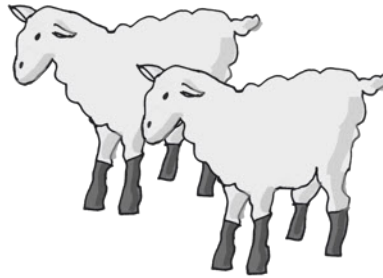
You gather baskets of wild apples and make some excellent cider. You exchange some with the alewife for a lot of beer.



Your son goes
Maying with the fowler,
and brings home two
wood pigeons and three
thrushes.



Your sheep all
produce twin lambs.
You have to give one to
the priest and one to the
lord, but you still end
up with two more than
you expected.



You and three
others manage to steal
a young deer from the
king's forest. It is very
thin after living on
very little through the
winter, but the scrawny
meat provides some
good meals.



Rabbits escape
from the lord's warren
and eat the few parsnips
left after the winter.
You catch three and
have fine rabbit stew.



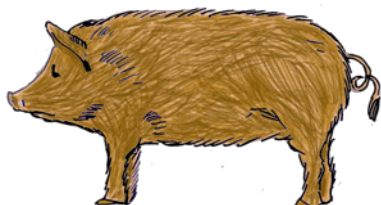
You and your
family find a lot of cobnuts
and walnuts in the
forest. You grind them
into flour and make
some delicious bread.
the rest.



The lord gives you
an extra day holiday
as his son is getting
married.



You give two days
work to the lord to graze
your pigs in the forest.
There are lots of acorns
and beech mast so your
pigs grow very fat.



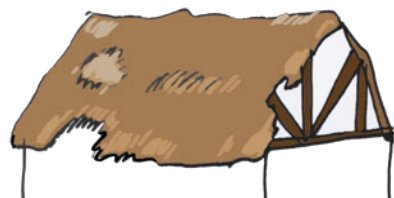
You kill a pig just before Christmas and put it in salt. You use too little because the lord charges a high price. The meat spoils.



Your son gets married at midsummer. He goes to the next village so you have to pay the lord several days work.



Your hut needs a new roof. You use up a lot of straw from your harvest and also have to pay the thatcher.



You drink too much ale at the midsummer feast. You miss the next day's work for the lord and his steward fines you three days work.



Wet weather and working for the lord slows down your own harvest. The reeve catches you working very early one fine Sunday morning. You have to pay a fine to the lord and a fine to the priest.



Your hay has got damp and mouldy. You have nothing to feed the breeding animals with. You have to exchange beans and grain for hay.



The frozen ground breaks the iron tip of your plough. You have to pay for another from the smith.



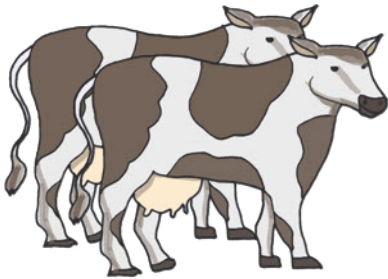
You have threshed your grain. After Christmas you take it to the miller to be ground. You know he keeps some for himself, but the lord demands that you go to this miller.



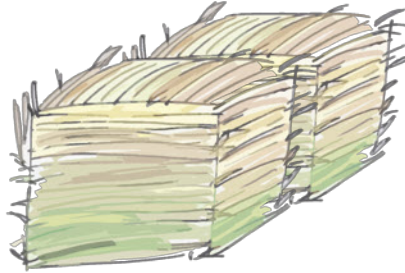
A hungry fox steals all your chickens and geese soon after they start laying eggs. You will not be able to give the lord his Easter gift of eggs and young chicks.



Mildew and damp
ruin your seed wheat. The
lord sells you wheat to
sow, but at a high price.
You have to give him
two good animals.



Your hay goes
mouldy. You gathered
it when it was still wet.
You have to kill your
animals two months
early because you
cannot feed them.
They are not fat yet.



Your son falls sick,
and without his help to
goad the oxen with his long
whip you cannot plough
your strips when your
turn comes.



The king's forest
verderers hold a
scot-ale party and invite
you. You dare not
refuse, so you end up
paying through the
nose for thin, vinegary ale.



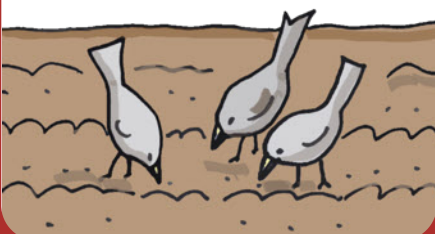
Your bees swarm
in April and land in the
lord's demesne. He
catches them and puts
them in his own hives.



You are called for
extra boon work. You
have to spend a day
shearing the lord's sheep.



Your son goes to
sleep on your strips. The
lord's doves eat your
young barley shoots.



Medieval Snakes & Ladders - Bad Chance Cards

Spring

Summer

Autumn

Winter

Spring

Summer

Autumn

Winter