



Key Stage 2 keeping safe at home Instructions

Matches & Ladders

Instructions

Getting the game ready.

- 1) Read each of the squares.
- 2) As a group decide if it 'safe and good' or 'unsafe and bad'.
- 3) Draw a ladder going up from 'safe and good squares' to land on another square.
- 4) Draw a match going down from 'unsafe and bad' squares to land on another square.
- 5) The matches and ladders must have straight sides.
- 6) The matches and ladders must land on an empty square.
- 7) The matches and ladders must clearly end in one square.
- 8) Decide as a group how long you want to make each of the matches and ladders.
- 9) Cut out a smoke alarm for each person in the group.
- 10) Each person colour in their smoke alarm in a different colour.

Play the game.

- 1) Each player throws the dice, the person with the highest number starts.
- 2) In turn, each person throws the dice and moves their smoke alarm around the board.
- 3) If you land on a square with writing, read the message and move up the ladder or down the match.
- 4) The winner is the first person to land on square 100.