

Snakes and Giraffes

Environmental Education Game

In order to play this game, you will need:

- The Snakes and Giraffes board provided.
- The 10 Snakes and 10 Giraffe cards provided.
- A dice – use the template given to make you own paper dice.
- A counter – each group will need a ‘counter’ that they can use to move along the board. This could be a bottle cap, a pen lid, a stone, a stick – any object that can fit in the squares and that they will know is theirs.

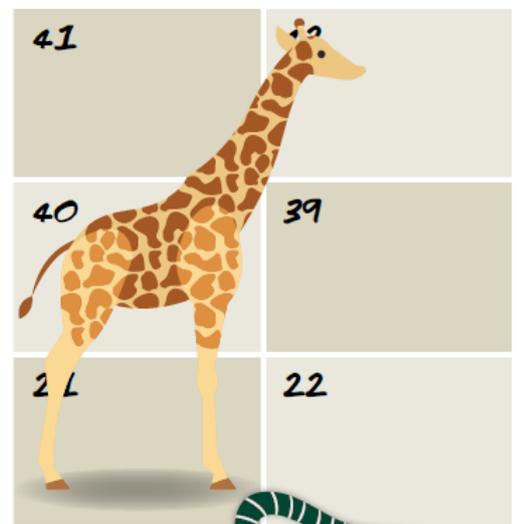
Instructions to play Snakes and Giraffes:

1. First, have a group discussion on things we do to:
 - Protect our environment (for example: recycling, saving water, etc.)
 - Harm our environment (for example: littering, poaching, cutting down trees, etc.)

2. Children should play in groups of between 4 and 6.

3. Each group rolls the dice, and moves their counter along the board, counting out the number they rolled on the dice. Continue going around the circle so that each team has a chance to roll the dice in a round.

4. If a group lands at the bottom of a giraffe, they need to do two things:
 - Take a card from the GIRAFFE pile, and read it out to the group
 - Move **up** the giraffe's neck to the block at the top of the giraffe's head
 - See the example: if the counter landed on block 21 at the giraffe's feet, the team would then move up the neck to its head in block 42





The GIRAFFE cards represent good, positive actions children can take to look after their environment. As such, they move up the giraffe, and are closer to the winning block on a higher square.

5. If a group lands on the head of a snake, they need to do two things:

- Take a card from the SNAKES pile, and read it out to the group
- Move **down** the snake – from its head, all the way down its body to the block where the snake's tail is
 - See the example below: the group would have to move down the snake from block 92 back to block 32

The SNAKE cards represent bad, negative actions children could do to harm their environment. As such, they move down the snake, and closer to where they originally started on a lower square.

6. If you land on a block that says **Lazy Lion: Wait three turns**, or **Elephants on the road: Wait two turns**, then the group must stay on that block until the two or three turn wait is over.



7. The winner is the first group to reach block 100!

8. The purpose of this game is to encourage children to look after their environment. Be sure to have a debrief with the children, talking about the positive and negative ways they can impact on their environment.