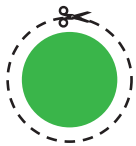
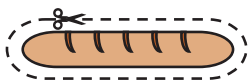
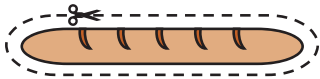
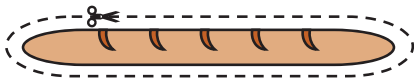
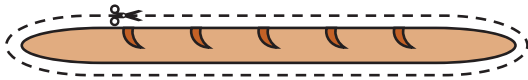
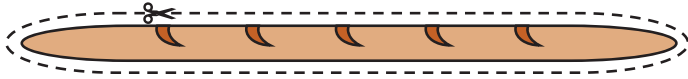


100	99	98	97	96	95	94	93	92	91
81	82	83	84	85	86	87	88	89	90
80	79	78	77	76	75	74	73	72	71
61	62	63	64	65	66	67	68	69	70
60	59	58	57	56	55	54	53	52	51
41	42	43	44	45	46	47	48	49	50
40	39	38	37	36	35	34	33	32	31
21	22	23	24	25	26	27	28	29	30
20	19	18	17	16	15	14	13	12	11
1	2	3	4	5	6	7	8	9	10

How to play: Take it in turns to roll the dice. If you land on a bread, go back to the bottom of it. If you land on a walking stick, go up to the top of it. If you land on a consequence square, miss a go/roll again. The first person to get to 100 wins!



How to make: Cut out the breads, walking sticks, and consequence squares. Stick them to the board game grid to make a 'snakes and ladders' game. Cut out the counters and use some dice to play.

Not
welcome –
miss a turn.

Heal many
– roll again

Not
welcome –
miss a turn.

Heal many
– roll again

Not
welcome –
miss a turn.

Heal many
– roll again

Not
welcome –
miss a turn.

Heal many
– roll again