

RULES OF

BLOOMING SNAKES & LISTENERS

Enhancing Listening Skills *Using Augmented Reality in a Game of Snakes & Ladders*

Gameplay

- 1) Each player starts with a token on the starting square (the "1" grid square in the bottom left corner).
- 2) Before the first player starts, all players open their HP reveal app on their iPhone or Android phone. (The teacher should direct the players to what channel within HP reveal to follow. Once players follow the teacher's channel, all images on playing cards will trigger an augmented reality video/audio when scanned.)
- 3) To decide which player goes first, all players roll the die. The player rolling the highest number goes first. Then, the next player is to the first player's left (i.e., the turns go in a clockwise direction).
- 4) Players take turns rolling a single die to move their token by the number of squares indicated by the die roll.
- 5) Once a player has moved their token, and depending on whether a player lands on an odd or even number, the player will pick up an odd or even play card.
- 6) The player will then scan the image trigger on the playing card using HP reveal.
- 7) Once scanned, the player will need to listen to the video/audio that the playing card image triggers. Based on the question on the playing card, the player, after listening, will answer either the question prompt OR create a question using the Bloom's verb prompt and answer their own question.
- 8) Other players will determine if the player answered correctly. If the player answered correctly, the player's token stays on the square. If they do not answer correctly, the player moves their token back to the square they originally moved from.
- 9) Tokens follow a fixed route marked on the game board, which follows the numbers 1–60.
- 10) If, on completion of a move, a player's token lands on the lower numbered end of a "ladder," the player moves the token up to the ladder's higher numbered square.
- 11) If the player lands on the higher numbered square of a "snake," the token must be moved down to the snake's lower numbered square.
- 12) If the player moves up a ladder or down a snake, whatever square they land on, odd or even, that is the card the player picks up.
- 13) If a player rolls a 6, the player may, after moving, immediately take another turn; otherwise, play passes to the next player in turn. The player who is first to bring their token to the last square of the track is the winner.