

## SPINNER

Pop out the spinner, then push a pencil through the centre and you're ready to play.



## COUNTERS

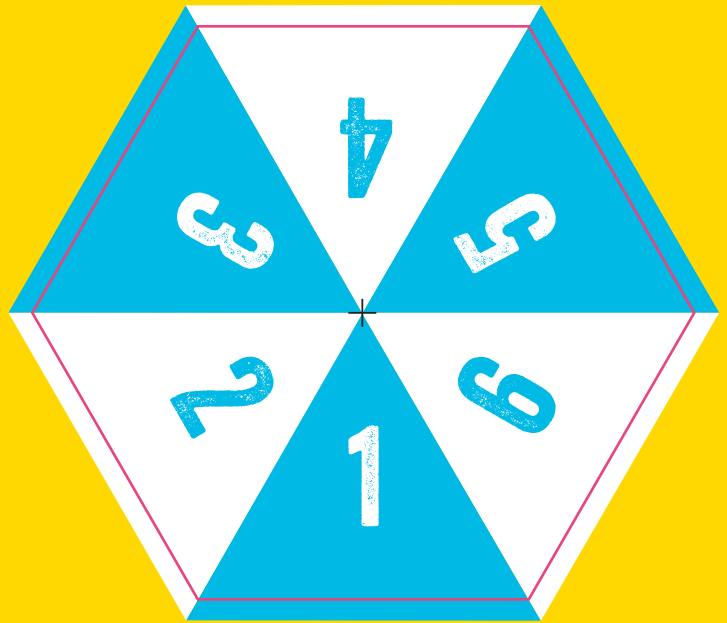


## 1. RULES

Add even more fun to your Fairtrade break event at school, home, work or in your community with a game of Breaks and Ladders. Find out more about what makes farming so risky, and how Fairtrade can help farmers improve their chances of making enough money to provide for their families.

The basic rules of snakes and ladders are as follows:

- Make the spinner and pop out the counters above.
- Choose a counter, spin the spinner and the player with the highest number goes first.
- Spin the spinner and move the number of places it lands on.
- Climb up the ladders and slide down the banana skins.
- Land on a FAIRTRADE Mark and go forward five spaces.
- The person who gets to the finish first is the winner.



## 2. EXTRA RULES

Basic rules of snakes and ladders apply but you could throw in these extra rules below if you want to make things more challenging...

- If a player rolls a six, they take an extra turn.
- If a player lands on a banana skin or ladder square, they read out the text. Talk about it as a group and discuss what the consequences might be – for example, if the market price for a crop

goes up, this might mean that farmers can make more money.

- Land exactly on the last square to win. If you spin too high, your piece 'bounces' off the last square and moves back. You can only win by spinning the exact number needed to land on the last square.

**Good luck!**