

Rules & Instructions for Eels and Ladders

No of players – Up to 8

Age range – from 4 +

Aim – An eel migration game to show the dangers that eels face on part of their long journey home to spawn. See the eel life cycle section for more background information about their amazing journey.

Rules— Players take turns to roll the die. They need to roll a 2,4 or 6 to start (this is to mimic eels having to wait for the right conditions before they start their journey). After rolling the die, they then move their counter the appropriate number of spaces—if they land on a space with instructions they need to follow them.

Winner—The first eel to reach the River Severn

Board

Print board (separate file in this folder) on A3 paper

Counters

Equipment

Printed sheet (below), scissors

Instructions

1. Cut out the counters
2. For each counter fold along the dotted line
3. Choose a counter – this is going to be your eel – you can also give your eel a name e.g. “Slippery the eel” and write it on the other side.

Die - you can use a die you have already or make one using our template.

Equipment

Printed sheet (see below), scissors, glue

Instructions

1. Cut out the frog’s spawn die (singular word for dice!).
2. Fold along the white lines and then loosely fold into a cube shape
3. Put glue on one of the tabs (printed side)
4. Glue the tab behind the adjacent (next to) face
5. Repeat steps 3 & 4 until all the tabs are glued and you’ll be ready to play!

Spinner – Or if you prefer to make a spinner, there are also two templates – one with the life cycle of an eel and one with a picture of an eel







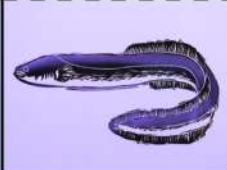

Equipment

Printed sheet (see below), scissors, plasticine/blue tack, paper clip, pencil or bamboo skewer

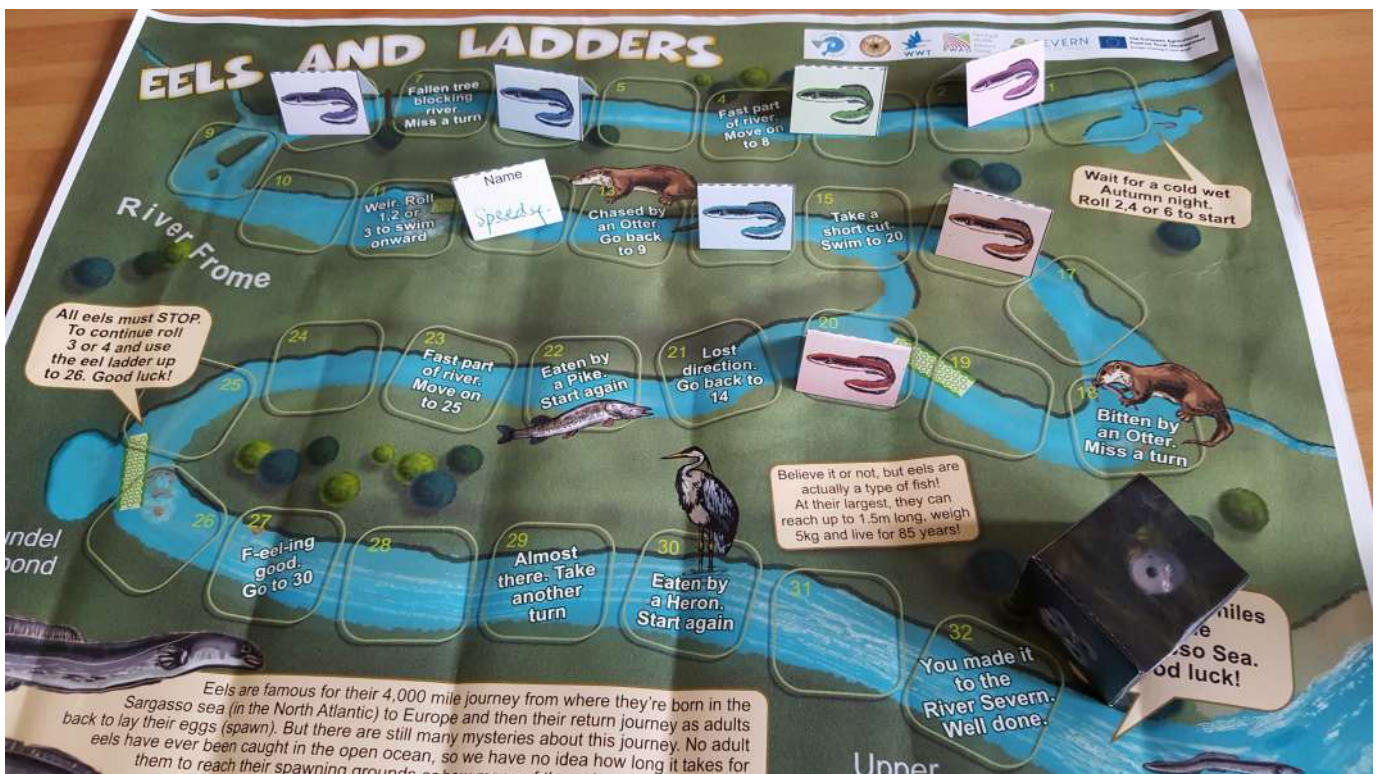
Instructions

1. Print the template on printable card
2. Cut out the hexagon
3. Place a blob of plasticine or blue tack underneath the middle of the hexagon (under the black dot in the middle).
4. Unbend the end of a paper clip and push it through the centre of the hexagon into the plasticine/blue tack.
5. Then push a pencil or cut down bamboo skewer through the hole
Spin the pencil/skewer like a spinning top. Whichever side of the spinner lands down is your number of moves.

Eels & Ladders Counters

			
Name -----	Name -----	Name -----	Name -----
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Name	Name	Name	Name
			

EELS AND LADDERS



River Frome

Upper

Lower

Wendel pond

Severn

So Sea. Good luck!

You made it to the River Severn. Well done.

Believe it or not, but eels are actually a type of fish! At their largest, they can reach up to 1.5m long, weigh 5kg and live for 85 years!

All eels must STOP. To continue roll 3 or 4 and use the eel ladder up to 26. Good luck!

9 Fast part of river. Move on to 8

10 Weir. Roll 1, 2 or 3 to swim onward

11 Name: Speedy

12 Chased by an Otter. Go back to 9

13 Wait for a cold wet Autumn night. Roll 2, 4 or 6 to start

14 Lost direction. Go back to 14

15 Take a short cut. Swim to 20

16 Bitten by an Otter. Miss a turn

17

18

19

20

21 Eaten by a Pike. Start again

22 Eaten by a Heron. Start again

23 Fast part of river. Move on to 25

24

25

26

27 Feeling good. Go to 30

28

29 Almost there. Take another turn

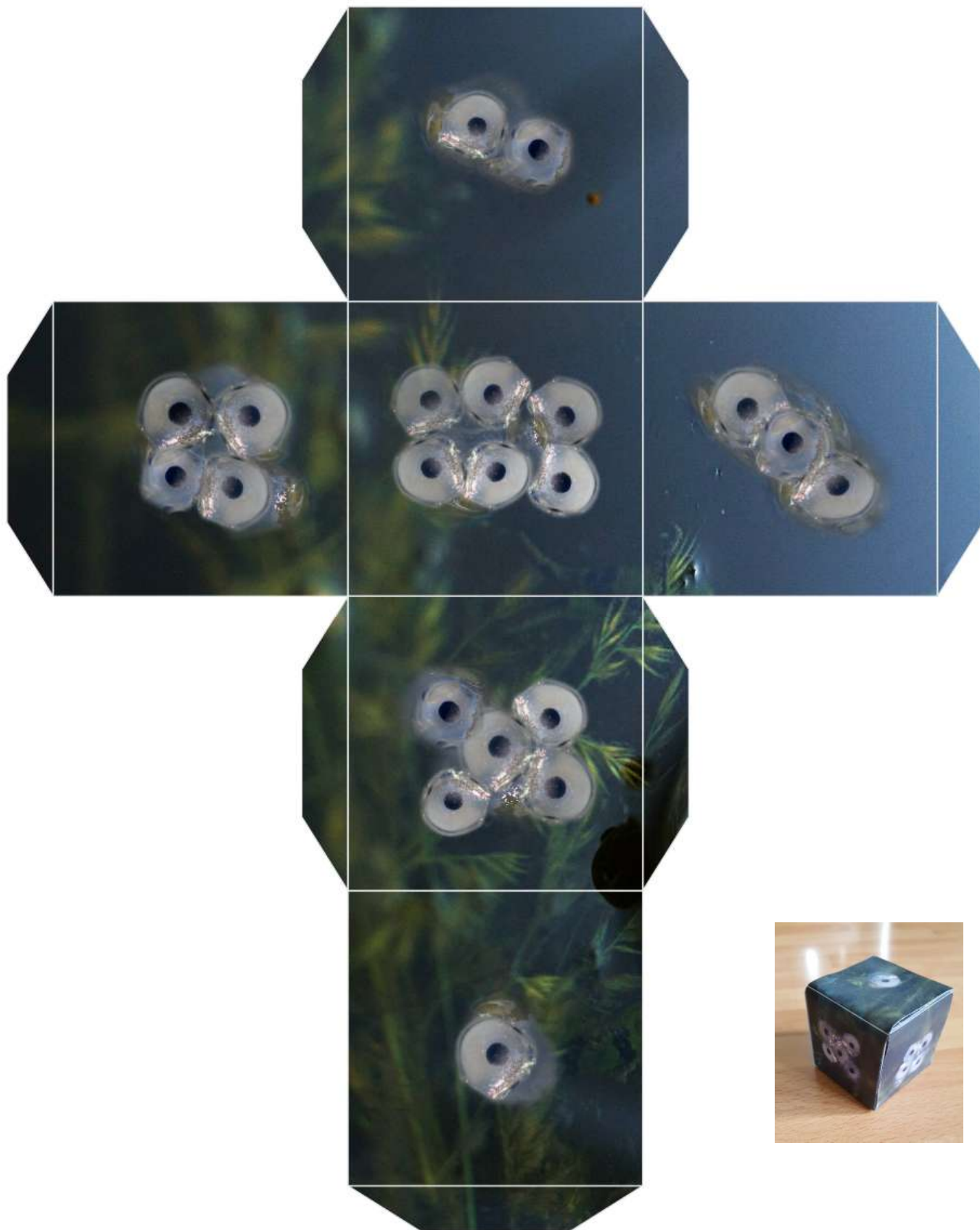
30 Eaten by a Heron. Start again

31

32

Eels are famous for their 4,000 mile journey from where they're born in the Sargasso sea (in the North Atlantic) to Europe and then their return journey as adults back to lay their eggs (spawn). But there are still many mysteries about this journey. No adult eels have ever been caught in the open ocean, so we have no idea how long it takes for them to reach their spawning grounds or how many of the...

Eels & Ladders Die



Eels & Ladders Spinners

