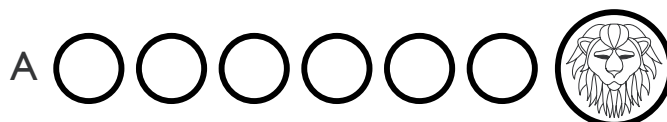
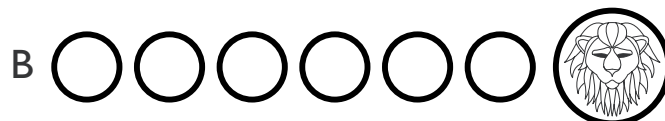


# Play mehen – the snake game

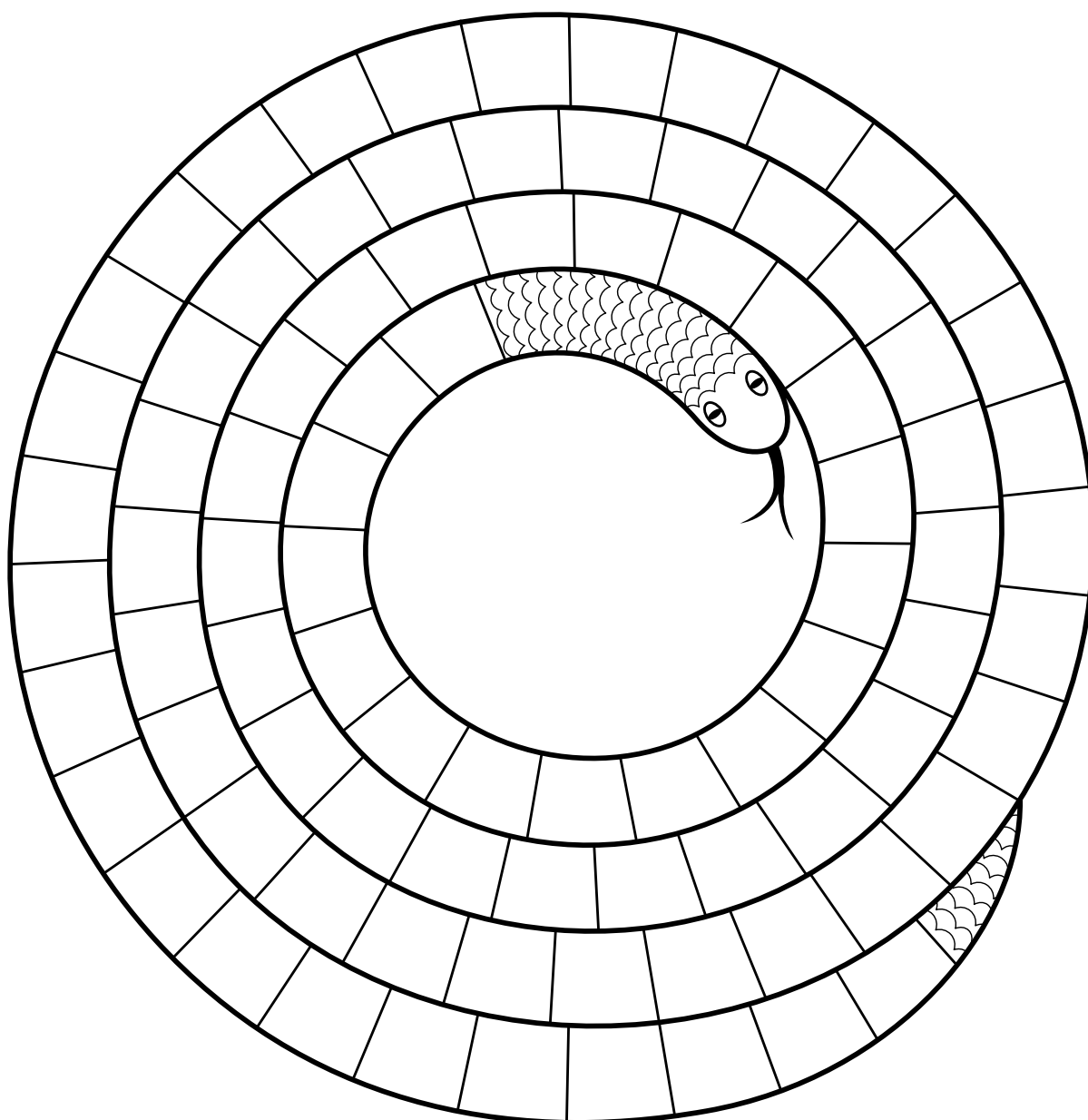
1. Cut out the six small counters in set A and colour them yellow on one side and orange on the other.



2. Cut out the six small counters in set B and colour them blue on one side and grey on the other.



3. Cut out the lion counters and read the rules from the board.



# Play mehen – the snake game

## Age range

- Years 3/4 (SP4/5).
- Years 5/6 (SP6/7).

## Resources

Copies of the worksheet, scissors, yellow, orange, blue and grey pencils or crayons, a die.

## Using the worksheet

This activity completes the set on the lives of ordinary people and allows the students to relax and play a game as ordinary Egyptians would have done. Copy down these rules onto the board for the students to follow.

1. There are two players each with a set of counters and a lion counter. The counters of player A are turned yellow side up and player B blue side up.
2. Each player takes it in turn to shake a 1. When a 1 is shaken, a counter is placed on the end of the snake's tail and the next player takes a turn.
3. When a player has all six counters on the snake's tail, he or she may move them along the snake's body as is done in snakes and ladders. When a 1 is shaken the next player takes a turn.
4. When a counter is near the snake's head, the exact number must be shaken for it to land on the head. When a counter lands on the snake's head, it is turned over and can be moved back down to the tail.
5. When the first counter reaches the tail it is replaced by the lion. This can then be moved up the snake in the same manner as the counters.
6. When the lion reaches the snake's head it can return to the tail but as it does so, it can eat any of the opponent's counters it lands on.
7. The winner is the player whose lion has eaten the most counters.

## Younger students

You may need a team of teacher helpers to help the students follow the rules and play the game.

## Outcomes

The students can:

- Follow the rules of an ancient Egyptian game.
- Play an Egyptian game in an orderly way.

## Older students

The students may like to organise a knockout competition.

## Outcomes

The students can:

- Play an ancient Egyptian game.