

SNAKES

Zooworks®



Evan M., age 7

Through the grass
 I hear footsteps pass.
 I slither along
 Listening to the birds' song.
 I pass a log
 And even a hog
 Until I reach my nest
 To the human eye I would be
 nothing more than a pest.
 I'm almost there and still no pain
 And then it starts to rain
 The sky's pitter-patter
 And Girl Scouts' chitter chatter
 Make it a noisy afternoon
 And when night falls I start to
 see the moon.
 I settle down
 As I fall asleep I stop looking around.

Kharlotte G., age 11



Eva A.,
 age 9



Carson O.,
 age 11

One day a king cobra went out
 for a slither. He found the
 sun warm and grass just right.
 Taking a nap for a while, he
 dreamed of a snack. When he
 woke he felt full so back home
 he went. What did he eat when
 he was asleep?

Elijah W., age 7



Beck B., age 5



Zephyr B.,
 age 6



Lacy W., age 12

In the jungle's shade, where stories unwind,
 Lived a clever snake, with a curious mind.
 He slithered along, to a school nearby,
 To learn hiss-tory, and figure out why...

Why his scales were so shiny and his eyes so thin,
 And as he read and he read, he started to grin.
 For each of his features he had a reason to boast,
 Snakes are so cool, let's give them a toast.

Christine C., age 10



Henrik H., age 8



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 this book!

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Snakes and Ladders

The board is a 10x10 grid with numbers 1 to 100. The numbers are arranged in a boustrophedon pattern: 100, 99, 97, 96, 95, 94, 93, 92, 91 in the top row; 81, 82, 83, 84, 85, 87, 88, 89, 90 in the second row; 80, 79, 78, 77, 76, 75, 74, 73, 72, 71 in the third row; 61, 62, 63, 65, 67, 69, 70 in the fourth row; 60, 59, 57, 56, 55, 54, 53, 52, 51 in the fifth row; 41, 42, 43, 44, 46, 47, 50 in the sixth row; 40, 39, 38, 37, 35, 34, 31 in the seventh row; 21, 22, 23, 24, 26, 27, 30 in the eighth row; 20, 19, 18, 17, 16, 15, 14, 13, 12 in the ninth row; 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 in the bottom row.

Snakes are drawn from the following numbers: 98 to 82, 85 to 74, 72 to 69, 57 to 43, 49 to 32, 36 to 26, 29 to 28, 16 to 1, and 92 to 91.

Ladders are drawn from the following numbers: 100 to 80, 76 to 64, 66 to 45, 52 to 35, 33 to 27, 24 to 14, and 11 to 8.

Illustrations include the Taj Mahal at 100, an elephant at 1, and various snakes and ladders scattered across the board.

Snakes and Ladders

From the Land of Venomous Snakes

India — the land of venomous snakes — is a diamond-shaped country in the southern part of Asia. One-sixth of the world's people live in India. Only one country, China, has more people. India's rich culture is ancient, beginning 3,500 years ago.

In India, thousands of people die each year from snakebites. Because of this, many legends and beliefs about snakes have become part of

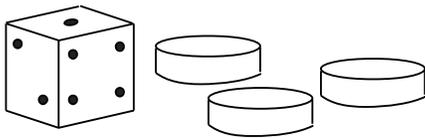
Indian culture. One traditional belief, for example, became part of a popular game in India called **Snakes and Ladders**. The board game symbolizes the journey through life. The snakes represent punishment for bad deeds. The ladders represent rewards for good deeds.

We have created a Snakes and Ladders game board to give you the chance to play this exciting game. Follow the directions below to learn how to play this venomous game.

How to Play Snakes and Ladders

For Two or More Players

Materials: One dice; one marker per player.



The Goal: To move from the elephant in the bottom left corner of the board to the palace in the top left corner.

To Begin Play: A player must roll a 6 to enter the board. After rolling a 6, that player then rolls the dice again and moves the number of squares indicated by the dice.

Rewards and Punishments: If a player lands in a square at the bottom of a ladder, his or her marker climbs to the square at the top of that ladder. This is believed to represent a reward for a good deed. If a player lands in a square at the tip of a snake's tail, his or her marker slides down to the square at the snake's head.

Capturing an Opponent: When a player lands on a square occupied by another player's marker, that player's marker is removed from the board. That player then must begin again by rolling a 6 to enter the board.

To Win: The first player to reach the square with the palace wins.

*Parents and Teachers,
try this activity with younger children:*

• With your child, roll snakes out of balls of clay. Then shape your snake into an S, having your child do the same. Next, make the phonetic sound of an S and find things in and around your home that begin with this same sound, such as a sofa, a sprinkler, and a ceiling.

• Use a knee sock to demonstrate how a snake sheds its skin. Place the sock over your hand and arm up to your elbow. Point out that the part of the sock near your elbow represents the head of the snake and the part near your fingertips is the tail. (If the sock is an old one, you might even consider drawing eyes near its upper cuff.) Then, following the steps described in the box at the bottom of page 4, wiggle out of the sock skin, turning the sock inside out in the process.

Snake Flick

Did you know that the first motion pictures were made back in the 1830s? An inventor named Joseph Plateau made a simple device that, when spun, made pictures appear to move. He called his motion-picture machine

a *phenakistoscope*. When you use a phenakistoscope, your eyes blend the pictures. The result is a motion picture.

You can make your own phenakistoscope. Just follow these directions to make your motion picture.

1 Cut on the dashed line.

2 Paste the cutout circle onto thin cardboard. (For example, use cardboard from an overnight delivery envelope or from a pad of paper.)

3 Now cut on the solid gray lines. You will cut through the paper and the cardboard. Cut the outside circle first. Then cut out the narrow slits.

4 Push a push pin or a tack through the center of the phenakistoscope and into the eraser of a pencil.

5 Stand facing a well-lit mirror. Hold the phenakistoscope in your left hand with the pictures reflecting in the mirror. Spin it by pulling down on the right side with your right hand. View the movie through the slits in the phenakistoscope. Be sure to keep still and hold both your eyes open.