

Understanding the Student Journey: Snakes and Ladders

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Educational activity

- Based on a [3-year longitudinal study by Dr A. Hensby, Dr B. Adewumi and Dr Y. Kolajo](#) of 27 Academic Excellence Scholarship (AES) students who commenced their studies at the University of Kent in the 2019-20 academic year.
- Designed for staff to understand factors enabling and inhibiting student success, in alignment with [Advance HE Professional Standards \(2023\)](#).





Student Success Snakes and Ladders - How to Play:

- In this activity, you become a student journeying through HE and gain insights into the real-life circumstances of Kent students via bespoke Snakes and Ladders cards. The dice determines how many places you move on the board, a chance factor influencing the rate at which you progress towards student success, represented on the board as 'WINNER!'
- If you fall on a square with any part of a snake, you need to move down to the end of the snake's tail while another person in the group picks up a 'snake' card to read what circumstances led to this decline.
- Before you do this, other participants can use one of the 'Catch' cards to identify an intervention to mitigate the snake and allow you to stay put.

- If you fall on a square with any part of a ladder, you need to move up to the top of that ladder while another person in the group picks up a 'ladder' card to read what circumstances led to this advancement.
- After encountering some ladders, you can pick up a 'Campus' card to reveal and discuss an aspect of campus life in relation to the scenarios you've had so far.
- If any snakes/ladders intersect on a square, the ladder will prevail so go up the ladder instead of going down the snake.
- If two snakes intersect, go down the shorter snake. While the original game is designed to be competitive, this activity promotes principles of collective development and support towards students progressing!

Let's go!!!

[Info]

Welcome! Select a time and click Start.

0 hr ▾ 30 min ▾ 0 sec ▾

00:30:00

Play sound when timer ends

Start Timer Dark Theme ▾

Feedback

Please complete our [Vevox survey](#) by following the QR code and clicking on the clipboard icon



Join at:
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**Thank
you.**



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2. If you fall on a square with any part of a snake, you need to move down to the end of the snake's tail while another person in the group picks up a 'snake' card to read what circumstances led to this decline.
3. Before you do this, other participants can use one of the 'Catch' cards to identify an intervention to mitigate the snake and allow you to stay put.
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5. After encountering some ladders, you can pick up a 'Campus' card to reveal and discuss an aspect of campus life in relation to the scenarios you've had so far.
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7. If two snakes intersect, go down the shorter snake. While the original game is designed to be competitive, this activity promotes principles of collective development and support towards students progressing!

This activity is based on data from [Academic Excellence Scholarship Longitudinal Research](https://www.kent.ac.uk/student-success/research/aes-longitudinal-research) by Dr A. Hensby, Dr B. Adewumi and Dr Y. Kolajo (2024). For more information visit: <https://www.kent.ac.uk/student-success/research/aes-longitudinal-research>

Resources related to the Snake/Ladder scenarios

- Academic Advisers <https://student.kent.ac.uk/studies/academic-advisers>
- Campus maps <https://www.kent.ac.uk/maps>
- Counselling <https://student.kent.ac.uk/support/counselling>
- Diversity Mark <https://www.kent.ac.uk/student-success/diversity-mark>
- Emergency Funding <https://student.kent.ac.uk/support/emergency-funding>
- Inclusive Learning Plans (ILPs) <https://student.kent.ac.uk/support/inclusive-learning-plans>
- Learning from Feedback <https://student.kent.ac.uk/studies/learning-from-feedback>
- Mental Health <https://student.kent.ac.uk/support/mental-health>
- My Kent Student app <https://student.kent.ac.uk/app>
- Peer Assisted Learning <https://student.kent.ac.uk/studies/peer-assisted-learning>
- Skills for Academic Success (SAS) <https://student.kent.ac.uk/studies/skills-for-academic-success>
- Student Progress Profile <https://student.kent.ac.uk/studies/progress-profile>
- Student Support and Wellbeing <https://www.kent.ac.uk/student-support>
- Using Turnitin <https://student.kent.ac.uk/studies/academic-integrity/using-turnitin>

More resources related to the Campus Cards

- Faith:
 - <https://www.kent.ac.uk/chaplaincy/faith-spaces>
 - <https://www.kent.ac.uk/chaplaincy/faith-groups-and-societies>
- Food:
 - <https://ksu.co.uk/campus-pantry>
 - <https://www.kent.ac.uk/catering/meal-plans>
- Friendship: <https://ksu.co.uk/activities>
- Halls of Residence: <https://www.kent.ac.uk/accommodation>
- Kent Union: <https://ksu.co.uk/>

- Money:
 - <https://ksu.co.uk/advice/finance>
 - <https://www.kent.ac.uk/scholarships>
 - <https://study-uk.britishcouncil.org/scholarships-funding/great-scholarships/university-kent>
 - <https://student.kent.ac.uk/support/finance>
 - <https://www.kent.ac.uk/schools-and-colleges/scholarships-and-funding>
- Study / Group Work Spaces:
 - <https://www.kent.ac.uk/guides/where-to-study-on-canterbury-campus/studying-in-the-templeman-library>
 - <https://www.kent.ac.uk/guides/where-to-study-on-canterbury-campus/study-space-across-campus>
- Student Societies: <https://www.kent.ac.uk/student-life/clubs-and-societies>
- Transport: <https://www.kent.ac.uk/transport>



Understanding the Student Journey: Snakes and Ladders at 13:30 in GS.7

With Dr Yetunde Kolajo and Lucy Panesar

An activity based on data from Academic Excellence Scholarship Longitudinal Research by Dr A. Hensby, Dr B. Adewumi and Dr Y. Kolajo (2024):

<https://www.kent.ac.uk/student-success/research/aes-longitudinal-research>