

Student Success Snakes and Ladders

SEDA Spring Conference 2025

Lucy Panesar – Lecturer in Higher Education

Workshop plan

1. Introduction
2. Snakes and Ladders playtime
3. Feedback

Student Success Snakes and Ladders

An educational development activity:

- Based on a [longitudinal study by Hensby, Adewumi and Kolajo](#) of 25 Academic Excellence Scholarship students who joined Kent 2019-20.
- Designed for staff to understand factors enabling and inhibiting student success, aligned to the [Advance HE Professional Standards](#) (2023).
- An example of Serious Play ([Rieber, Smith and Noah, 1998](#)) that presents the real-life situations of Kent students to promote staff understanding and prompt solution/action-oriented thinking and discussion.

Expectations

Professional Values ([PSF 2023](#)):

- V1 – Respect individual learners and diverse groups of learners
- V2 – Promote engagement in learning and equity of opportunity for all to reach their potential
- V5 – Collaborate with others to enhance practice

Professional Values

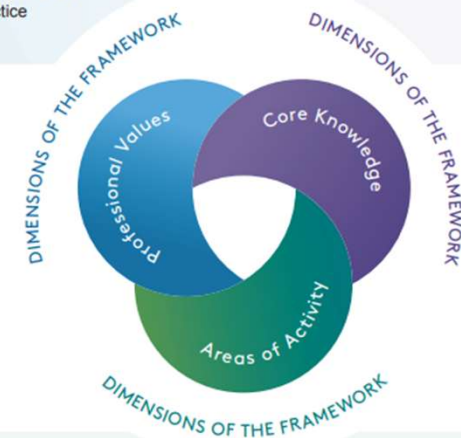
In your context, show how you:

- V1** respect individual learners and diverse groups of learners
- V2** promote engagement in learning and equity of opportunity for all to reach their potential
- V3** use scholarship, or research, or professional learning, or other evidence-informed approaches as a basis for effective practice
- V4** respond to the wider context in which higher education operates, recognising implications for practice
- V5** collaborate with others to enhance practice

Core Knowledge

In your context, apply knowledge of:

- K1** how learners learn, generally and within specific subjects
- K2** approaches to teaching and/or supporting learning, appropriate for subjects and level of study
- K3** critical evaluation as a basis for effective practice
- K4** appropriate use of digital and/or other technologies, and resources for learning
- K5** requirements for quality assurance and enhancement, and their implications for practice



Areas of Activity

In your context, demonstrate that you:

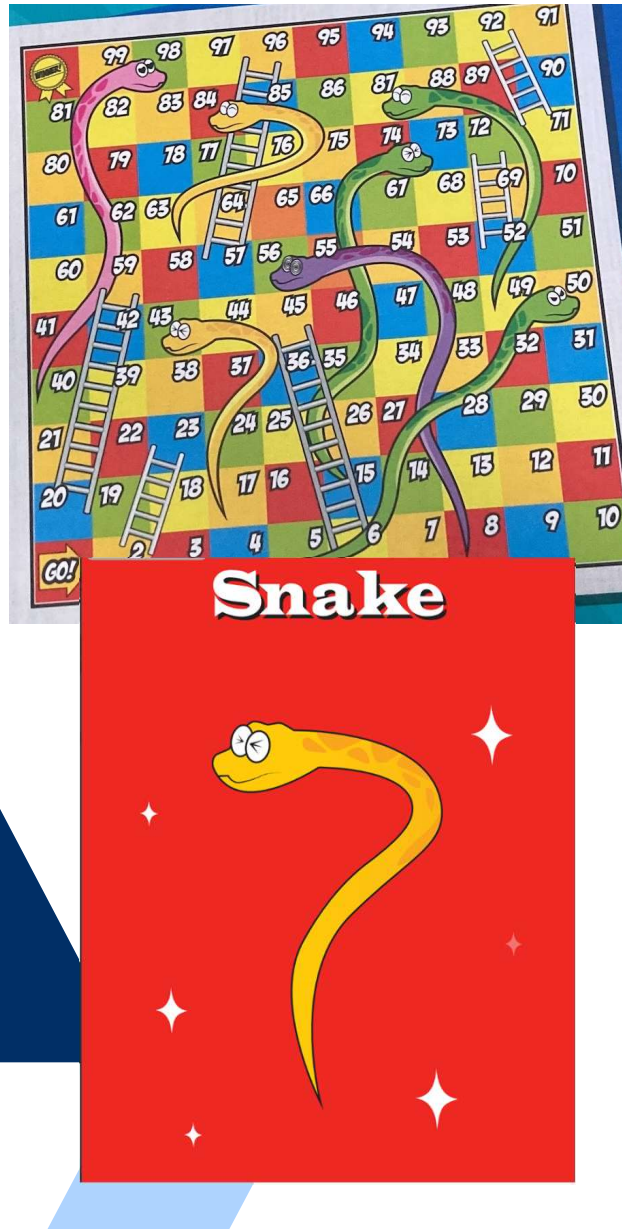
- | | | |
|---|---|--|
| A1 design and plan learning activities and/or programmes | A3 assess and give feedback for learning | A5 enhance practice through own continuing professional development |
| A2 teach and/or support learning through appropriate approaches and environments | A4 support and guide learners | |

How to play:

Players represent students journeying through HE. The dice determines how many places players move on the board, a chance factor influencing progress towards student success, represented on the board as 'WINNER!'

Bespoke Snakes and Ladders cards reveal insights into real-life student ups and downs.

If a player falls on any part of a snake, they need to move down to the end of the snake's tail, and the card caller will pick up a 'Snake' card to read what circumstances led to this decline.



Players can use a blank 'Catch' card to propose an intervention/strategy to mitigate the snake and allow the student to stay put. Make note of interventions and strategies discussed.

If a player falls on any part of a ladder, they need to move up to the top of that ladder while the card caller picks up a 'Ladder' card to read what circumstances led to this advancement.

If any snakes/ladders intersect, the ladder prevails. 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 play!

[Info] Welcome! Select a time and click Start [Reveal]*

— 0 hr 5 min 0 sec —

00:05:00

☐ Play sound when timer ends

Start Timer Light Theme

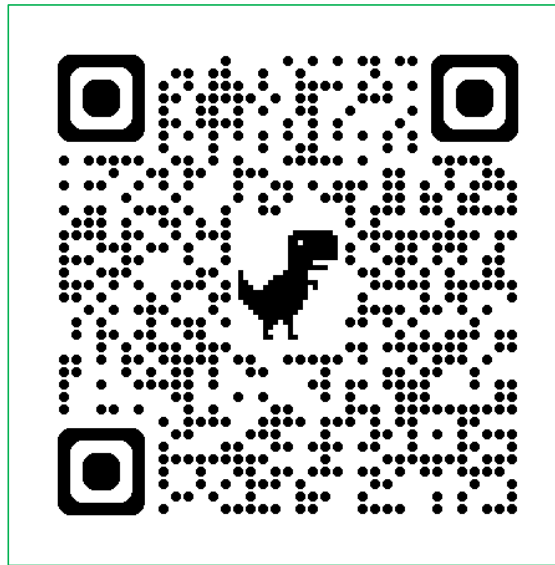


Record interventions/strategies discussed

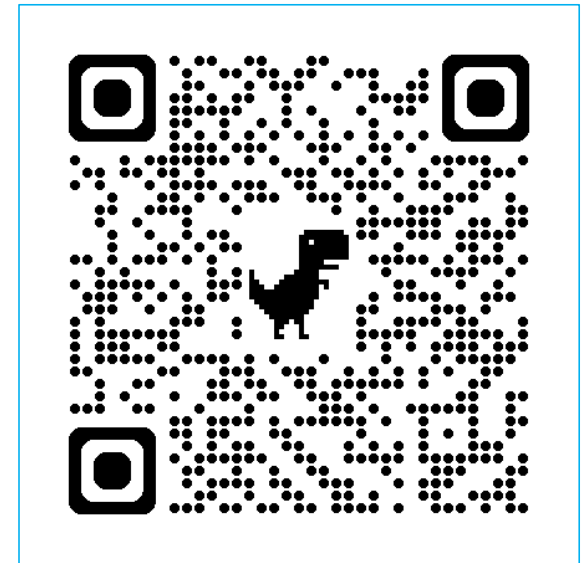
After playing, check interventions/strategies you discussed against signposting resources



➤ Resources to help Kent staff to signpost students



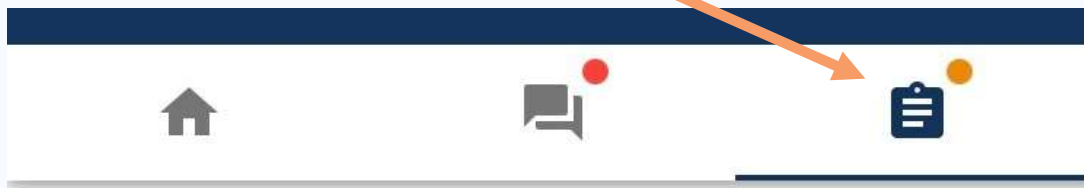
[Student Success
Adviser](#)



[MyKent App](#)

Feedback please

Click clipboard icon for the survey



Join at:
vevox.app

ID:
105-336-856



Acknowledgements

The Student Success Snakes and Ladders activity is created by Dr Lucy Panesar and Dr Yetunde Kolajo (2024), based on data from [Academic Excellence Scholarship Longitudinal Research](#) by Dr Alex Hensby, Dr Barbara Adewumi and Dr Yetunde Kolajo (2024). Additional scenarios are provided by Lee Fellows, Deputy Director of Student Services and Head of Student Support and Wellbeing. The activity cards were designed and printed by the University of Kent Design and Print Centre.

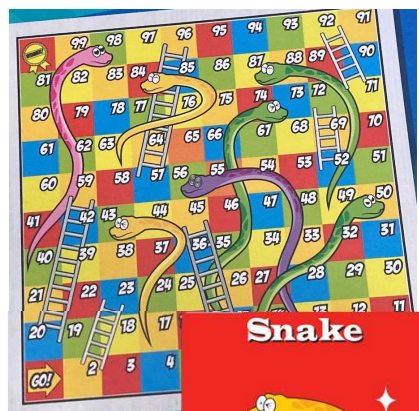
For more information about the activity and card scenarios, please contact: L.Panesar@kent.ac.uk or Y.Kolajo@kent.ac.uk

References

- Advance HE (2023) [Professional Standards Framework](#)
- Rieber, Smith and Noah (1998) [The Value of Serious Play](#)

Student Success Snakes and Ladders

How to play:



Snake



Catch



Ladder



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