

***The un-boxed game:
Snakes and Ladders for illustrating the
variability of evaluation projects over
the career of an evaluator***

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Why play games?

For fun?

To be challenged, to compete,
to understand how things
work?

As a method or strategy for
training and education?

Who plays games?

Children?

Teenagers?

Adults?

Humans?

Other animals?

Why use a game today?

- **To illustrate the pitfalls and challenges of evaluation**
- **To illustrate some of the protective factors that to guard against the pitfalls**
- **To share our 'real life' experiences of evaluation**

Why snakes and ladders?

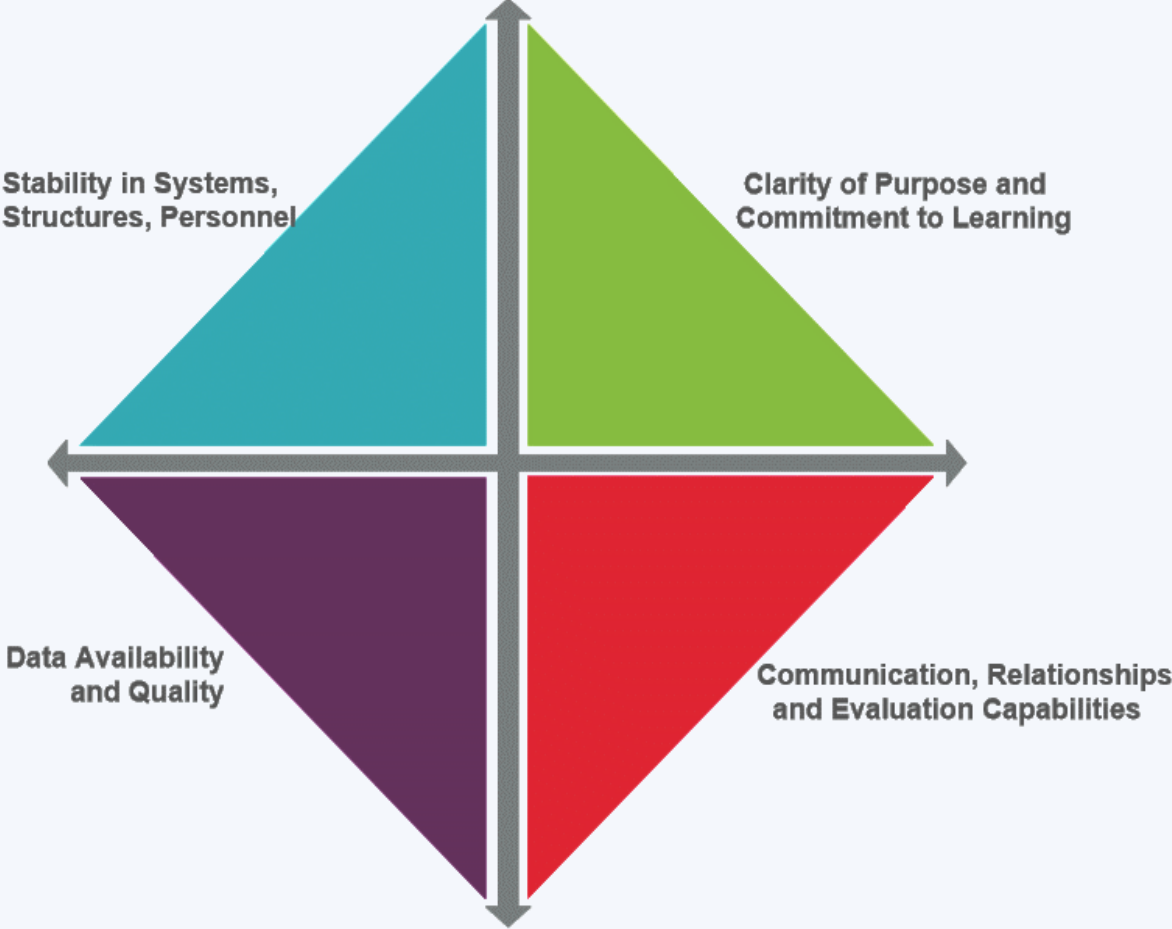
- **Very old traditional Indian game created before 1892**
- **Symbolic of mans attempt to reach God**
- **The ladders represent virtues and the snakes represent vices**
- **Been adapted for other games – Game of Life in the US**
- **Very familiar to people**

Instructions for the game

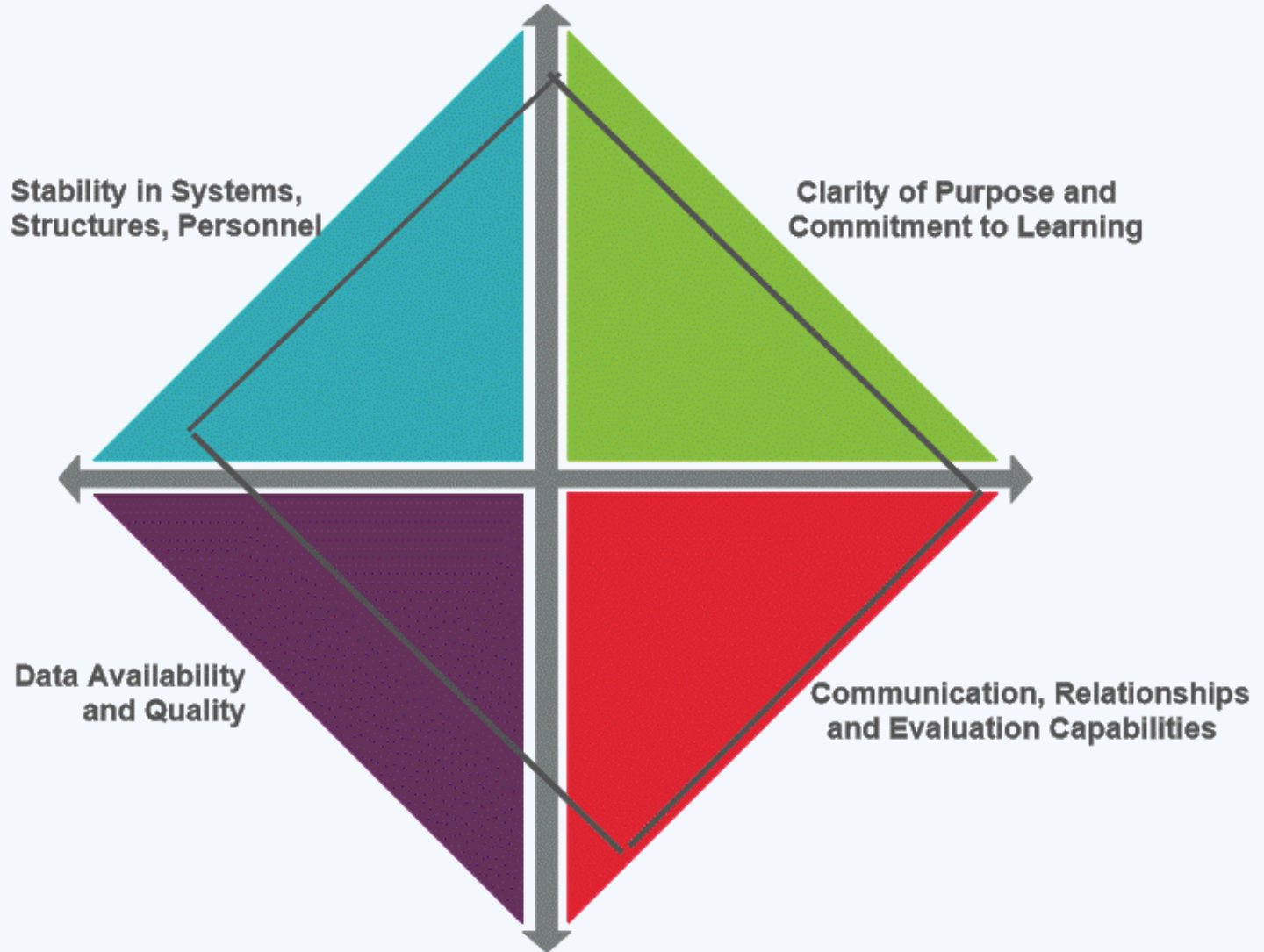
At each table you have:

- **The A3 Snakes and Ladders Board**
- **Rules of the game**
- **Dice and game markers (beads)**
- **Scenario cards for when you land on a snake or ladder**
- **Maximum of 6 people / table**

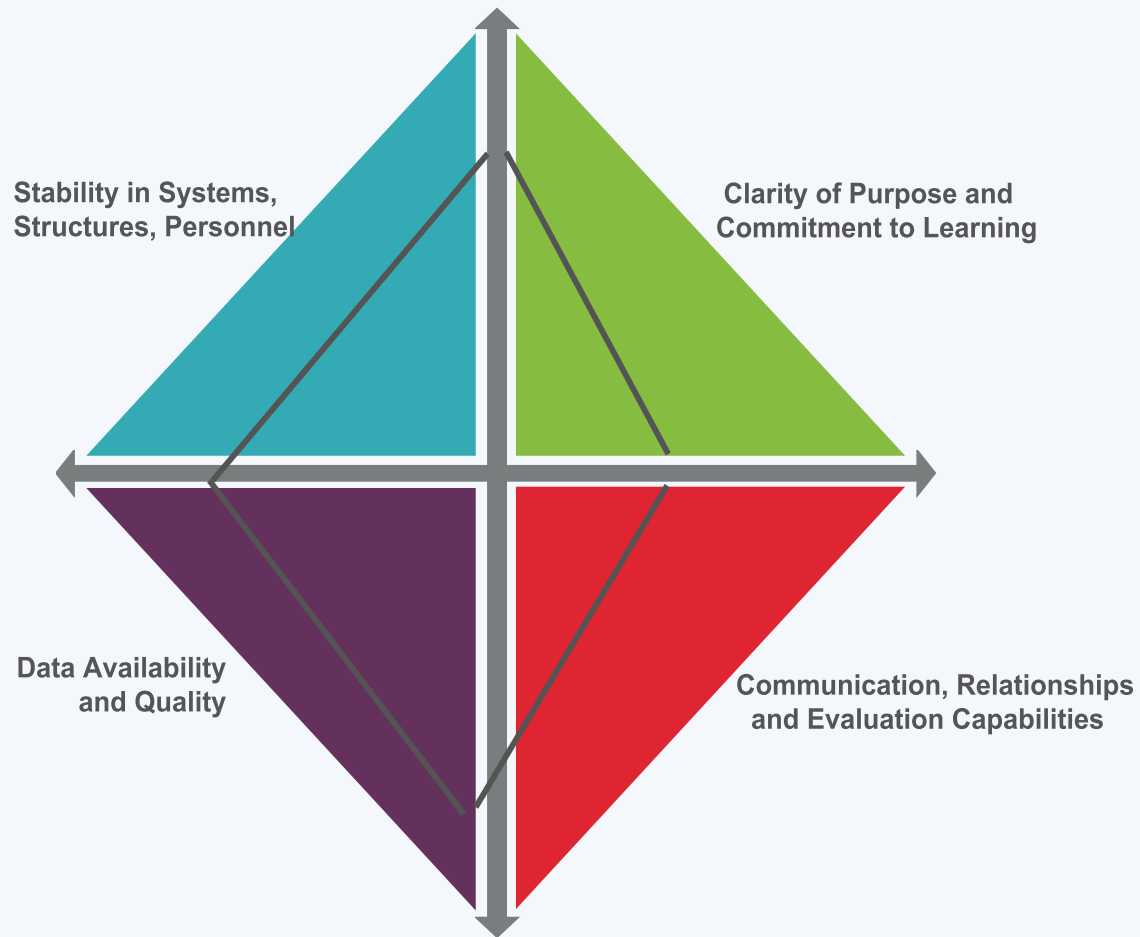
Illustrating evaluation projects



Example One



Example Two



***Thank you for playing the un-boxed
game of snakes and ladders – hope
you had fun, and learned
something***

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