

# Cumbræ-Craft: Snake Hunt!

## Lesson 7: Part 1

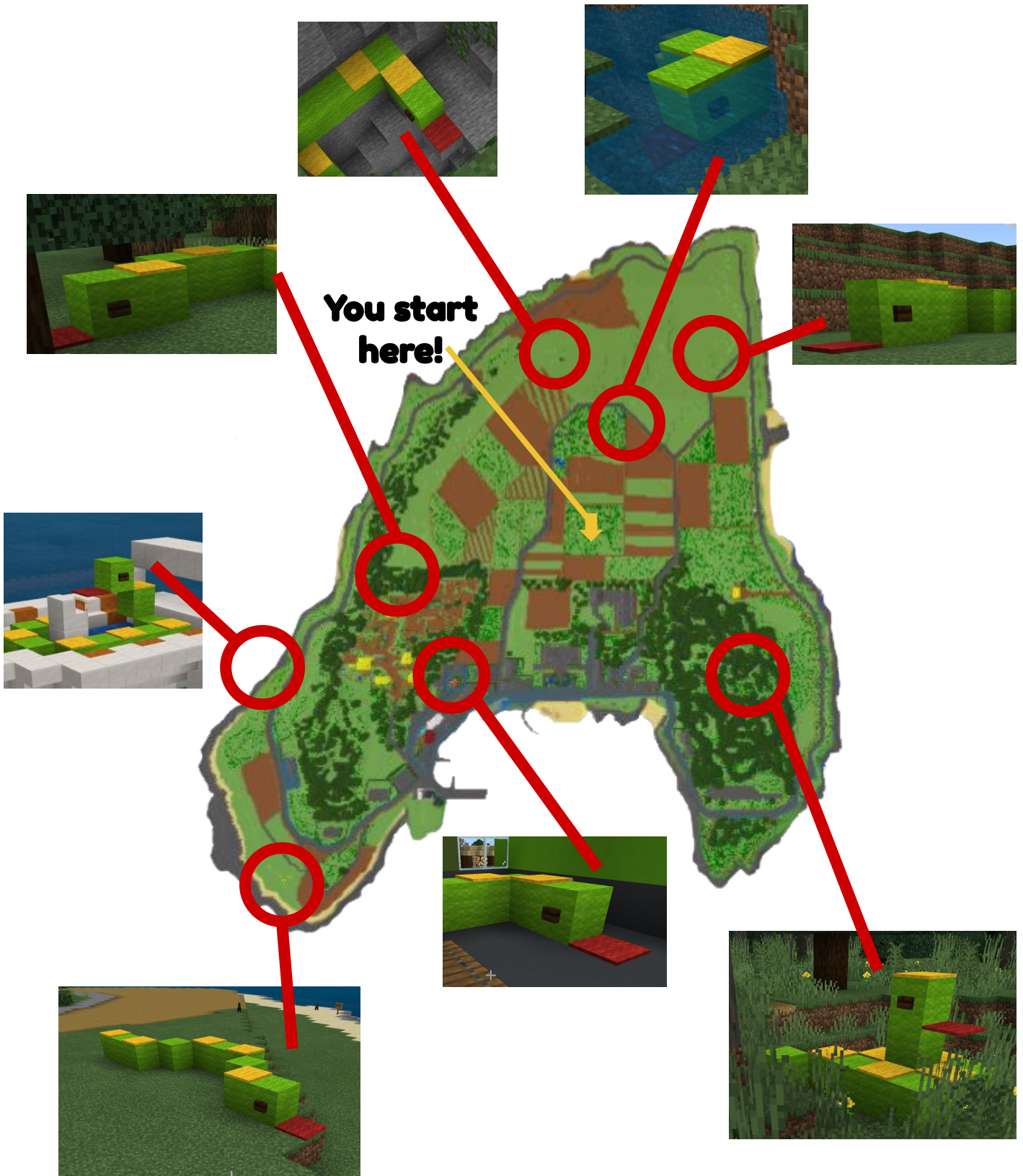
Legend has it that long ago, St Mirren came to Cumbræ and decided to rid the island of snakes. Luckily some have been spotted again in Cumbræ-craft - will you be able to find them all?

### What to do:

Use your map to see if you can find the snakes that have been spotted around the island, and summarise below what they have to say.

1.
2.
3.
4.
5.
6.
7.
8.

## Lesson 7: Part 1 - Map



## Lesson 7: Part 2 - The Snake Shack

Welcome to The Snake Shack! This is where the smartest snakes of all of Cumbrae come to prove themselves in this gauntlet of wits!

Ahead of you lie seven challenging rooms designed to test your brawn and brain. Each room will have a physical challenge for you to overcome with a question at the end for you to answer.

Completing all seven rooms will grant you a **special prize!**

Make sure you get the question right otherwise you'll be teleported backwards, and not to the next challenge!

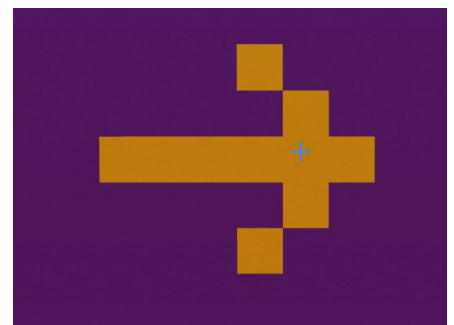
### The Snake Shack's Challenge Rooms

- *Snakes and ladders and jumping*
- *The maze of which ways?*
- *Punch-out Stay-out*
- *Jungle Gym of Sin*
- *Hot cross runs*
- *Go with the flow 'n' glow*
- *Sight = None, Fun = Run*

*It's not a race! Be respectful  
to other pupils*

### Top Tips!

Look out for the yellow! It can help you find your way when you are lost



Some of the more challenging rooms have a secret hidden path!

Gather around the snake mural opposite this lessons blackboard and when everyone's ready, your teacher will open the door to the first challenge room!