



**SNAKES & LADDERS GAME MAT**  
SEW AND NO-SEW VERSIONS



## **SNAKES AND LADDERS GAME MAT**

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The Snakes and Ladders game mat (FREE VERSION) is a tutorial with detailed instructions for both a sewn version and a no-sew version. This is a great project for the whole family to work on together!

Please note, this tutorial requires you to choose and measure your own mat size (tips are provided for calculating the grid size) and draw your own pieces (snakes, ladders, arrows, etc.) If you would prefer to purchase the \$2 PDF pattern with printable templates and detailed measurements, please go to [www.gooberpeadesigns.com/shop/snakesandladders](http://www.gooberpeadesigns.com/shop/snakesandladders)

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*Have a question? Need help with a step? Please feel free to contact us!*

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## Supplies

- Fabric—see [page 4](#) for more details on fabric types
- Scissors
- FOR NO-SEW VERSION—permanent fabric glue OR iron on adhesive such as Heat N Bond Ultra, chalk/washable marker, permanent fabric markers OR puffy fabric paint
- FOR SEWN VERSION—Sewing machine, thread, temporary fabric glue/washable glue stick or washaway wonder tape (double sided tape), OR iron on adhesive such as Heat N Bond Lite

## Sewing Glossary

**Right side:** The right side of a fabric is the side that you want showing on the outside of your garment. “Right sides together” means to sew two pieces together, with the right side of each facing each other.

**Seam allowance:** The area between the edge of the fabric and your line of stitching.

**Selvedge:** The factory finished edge of the fabric.

**Topstitch:** A line of stitching on the outside of a garment, usually very close to an edge or seam. Topstitching can be decorative and/or functional (keeping the edge of a lined garment straight and crisp, etc).

**Clipping corners:** This means to cut the corners of the seam allowance diagonally (close to the stitching line but not through it), to reduce bulk when a corner is turned right side out.

# CHOOSING YOUR FABRIC

## SUGGESTED FABRIC

*Mat—NO SEW:* Felt, or similar structured fabrics that do not fray or roll at the edges. You want one piece, the size of your desired finished mat\*.

*Mat—SEWN:* Cotton woven (also known as quilting cotton), or similar medium to light weight fabrics that are fairly stiff and do not stretch. You will need two pieces 1" larger in width and height than your desired finished mat size\*.

*Appliques* (snakes, ladders, arrows, flag): small pieces of felt or similar structured fabrics that do not fray or roll.

Felt typically come in 36x36" sheets, or 9x12" sheets.

### TO CALCULATE YOUR DESIRED FINISHED MAT SIZE:

1. Decide how big you want each square to be, and how many in each row.

For example, 2" squares, 8 squares across and 10 squares down.

2. Then add 1", so you can have a 1/2" border around the edges.

So the example would be 2" X 8 plus 1" wide, by 2" X 10 plus 1" tall. So 17" wide and 21" tall

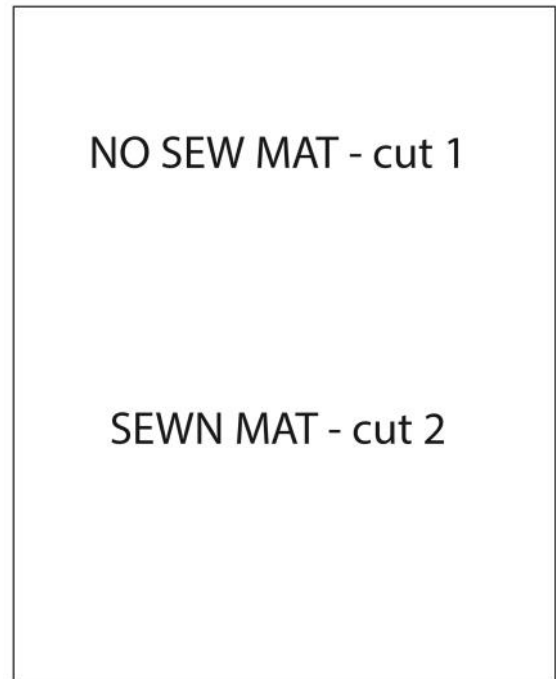
## NO-SEW MAT:

For a no-sew mat, carefully cut a piece of felt (or another structured fabric that does not fray or roll at the edges) to your desired finished mat size (see previous pages for tips on calculating desired size).

## SEWN MAT:

If sewing a mat, cut 2 pieces of fabric 1" larger in height and width than your desired finished mat size.

It is very important that both pieces be cut exactly the same size, to avoid bubbling when you sew your grid. I find it helpful to cut one piece to measurements first, then carefully pin the first piece right side together with the other length of fabric (since you will need to do this before sewing anyways), before cutting it to match.

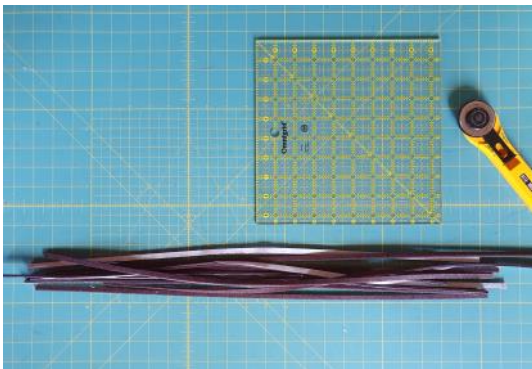


# CUTTING FABRIC

## APPLIQUES:

Draw and cut your snakes and other game pieces.

You can either draw them directly on the felt/fabric, or draw them on a double sided iron on adhesive, such as Heat N Bond\*. Rough cut your traced pieces, then fuse the adhesive onto the BACK of your fabric. Then cut your pieces precisely. Later, when applying the pieces to your mat, you will peel off the backing and place the pieces adhesive side down and iron again to fuse it.



\*Heat N Bond Lite if you intend to sew, Heat N Bond Ultra for no-sew.



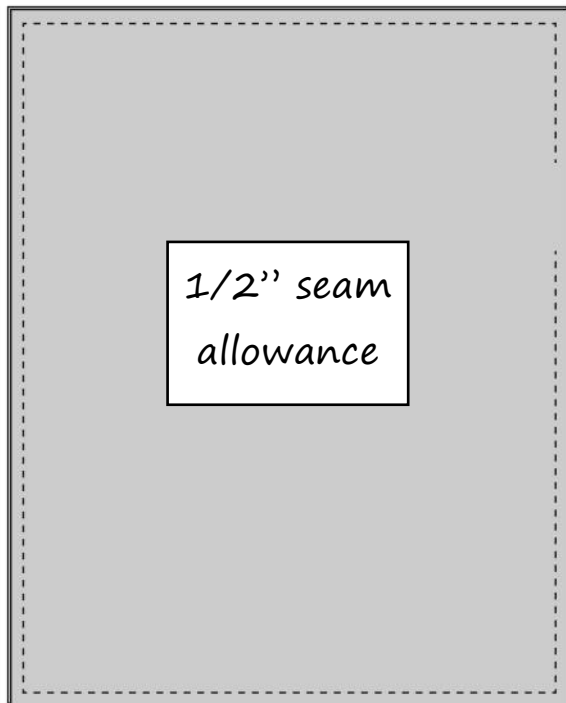
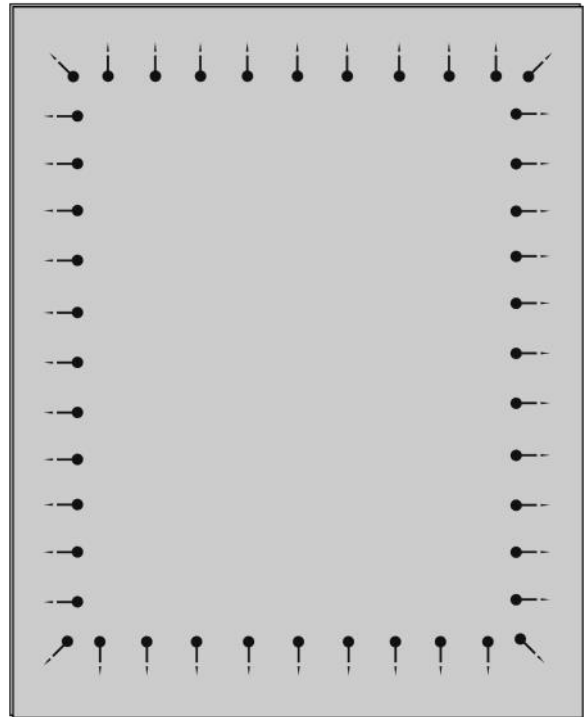


# CONSTRUCTION—MAT

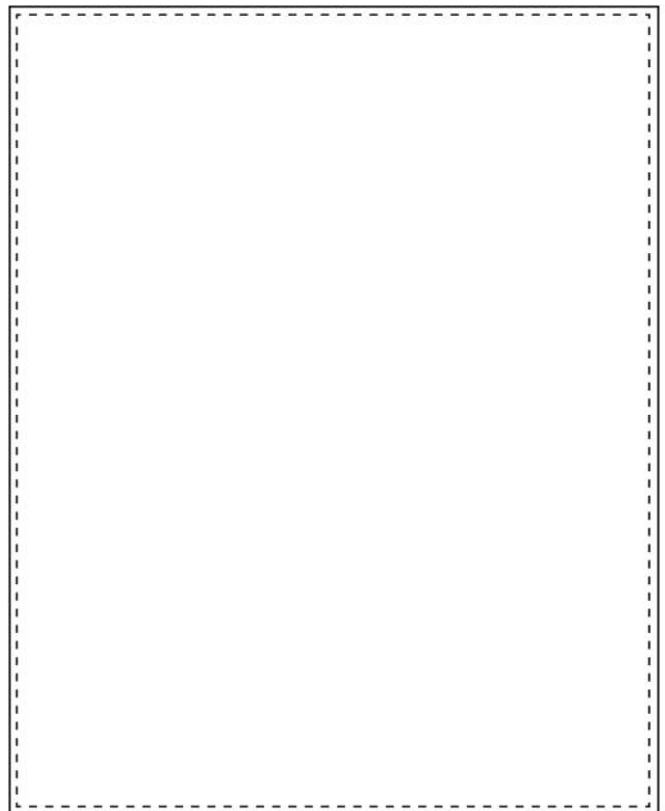
*SEWN MAT: (If you are making a no-sew mat, skip to the [following page](#))*

Place your two mat pieces right sides together. Smooth from center out to the edges to make sure there are no bubbles, and carefully pin all the way around the edges. TIP: if you place your pins about 1" (2.5cm) from the edges, you can leave them in while sewing.

Sew around the edges using a 1/2" (13mm) seam allowance, leaving a gap approx. 3 inches (8cm) wide on one side.



Clip the corners of the seam allowance, turn the mat right side out, and press. Topstitch close to the edge using a matching color of thread, closing the gap as you sew.

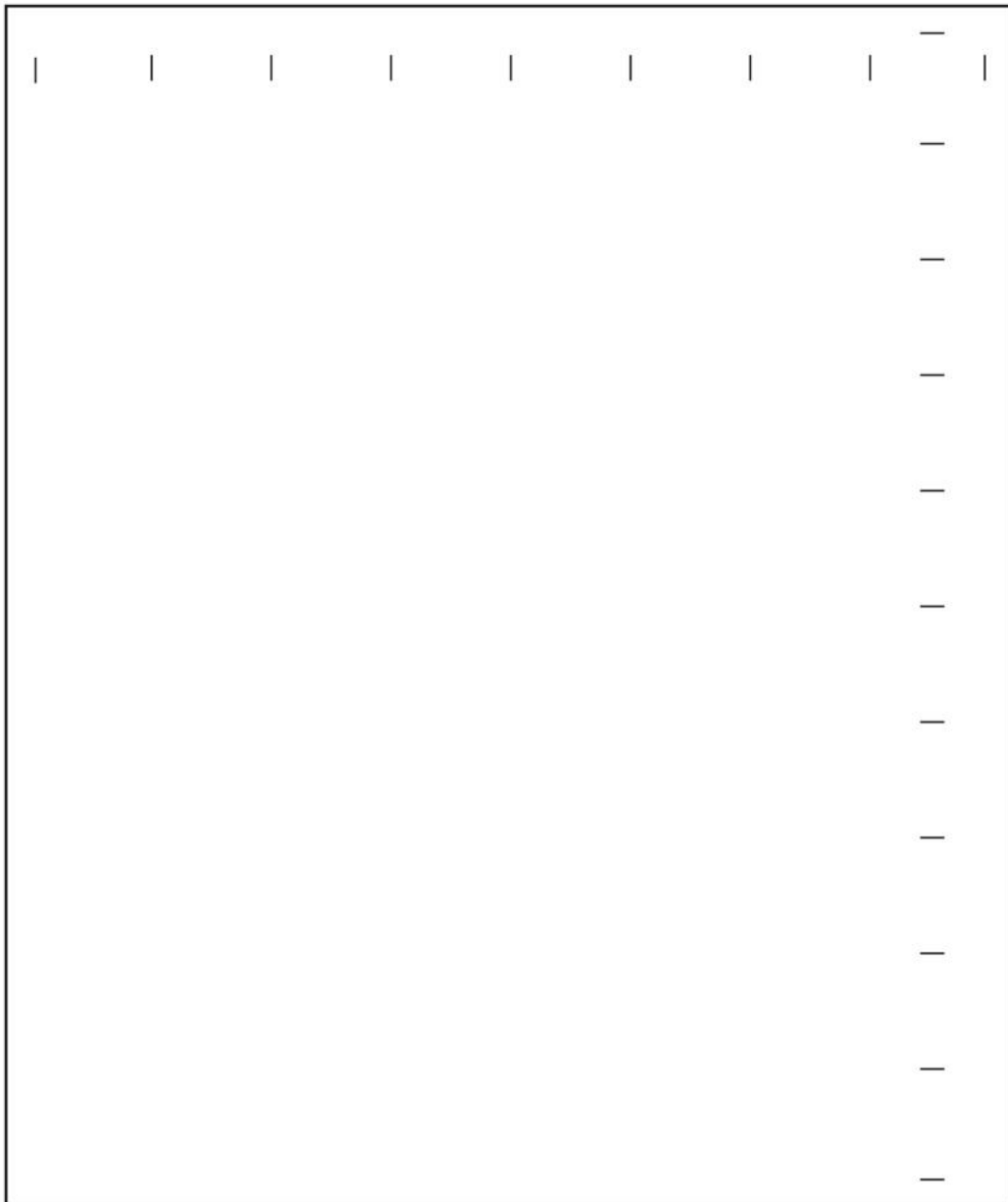


# CONSTRUCTION—MAT GRID

## NO-SEW AND SEWN MAT:

Lay your mat out (either no-sew mat in felt or similar fabric, or sewn mat just completed per the previous instructions), and grab a yard/meter stick (or ruler, depending on how large your mat is) and a washable marker or chalk.

Start by making a series of marks along each side, at even increments, the width of your chosen square size. The outer marks should be 1/2" from the edges of your mat.

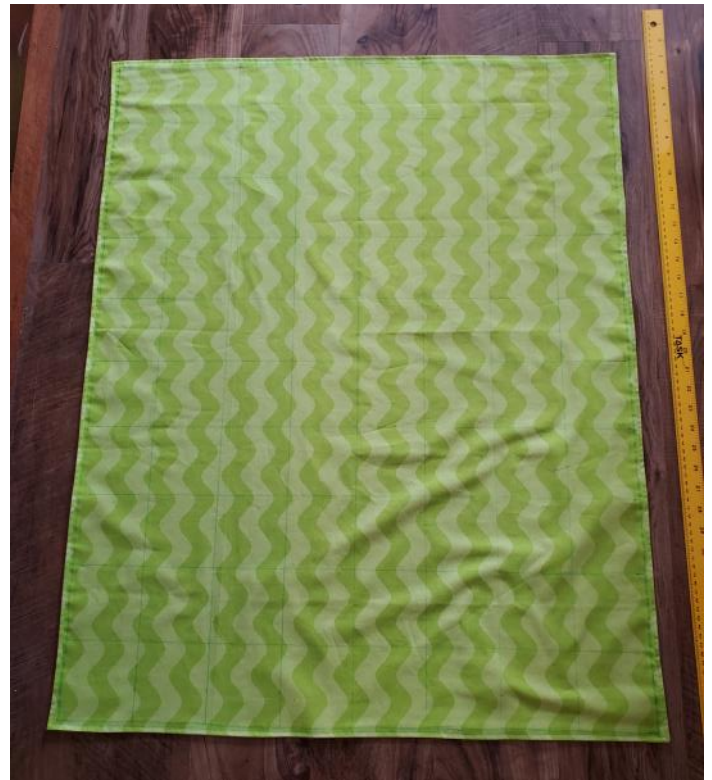
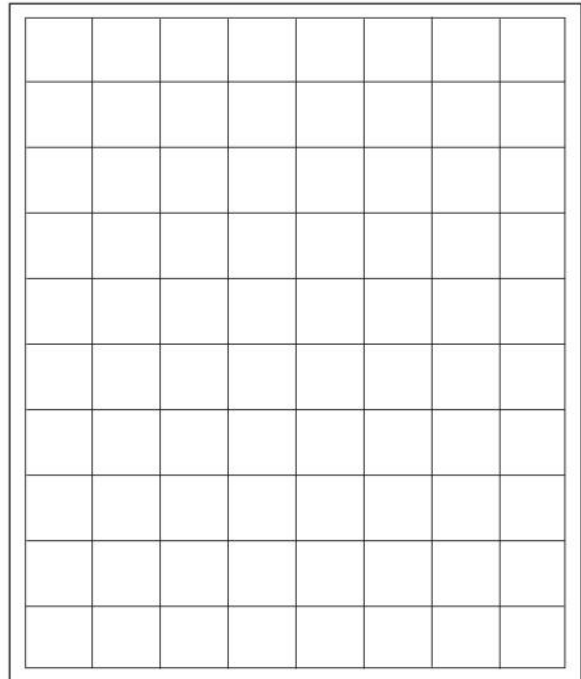
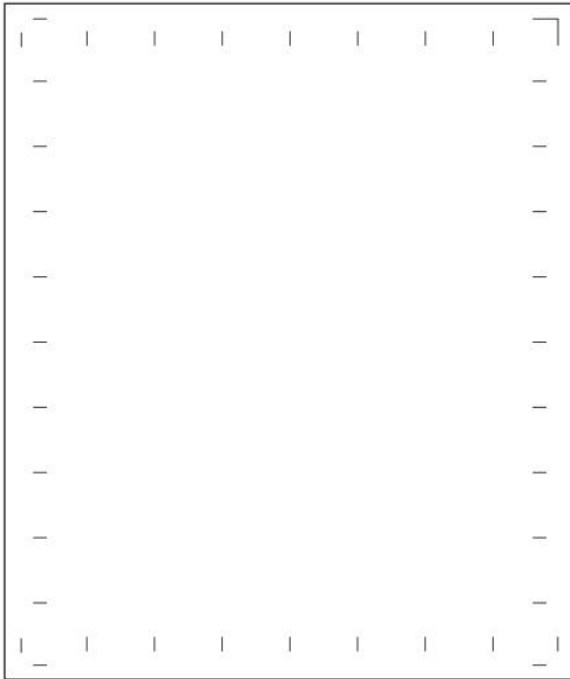




# CONSTRUCTION—MAT GRID

Once you've marked each side, fill in your corners (as shown in top right corner of the first illustration below) so they meet. Then, using your ruler or yard/meter stick, line up your markings and fill in your grid.

NOTE: if your outer edges were not cut/sewn exactly straight, you may wish to draw the outer lines freehand so that they look more even/parallel with the outer edges.



# CONSTRUCTION—MAT GRID

## NO-SEW MAT:

Draw back over your washable grid lines with permanent marker/fabric marker/puffy fabric paint.

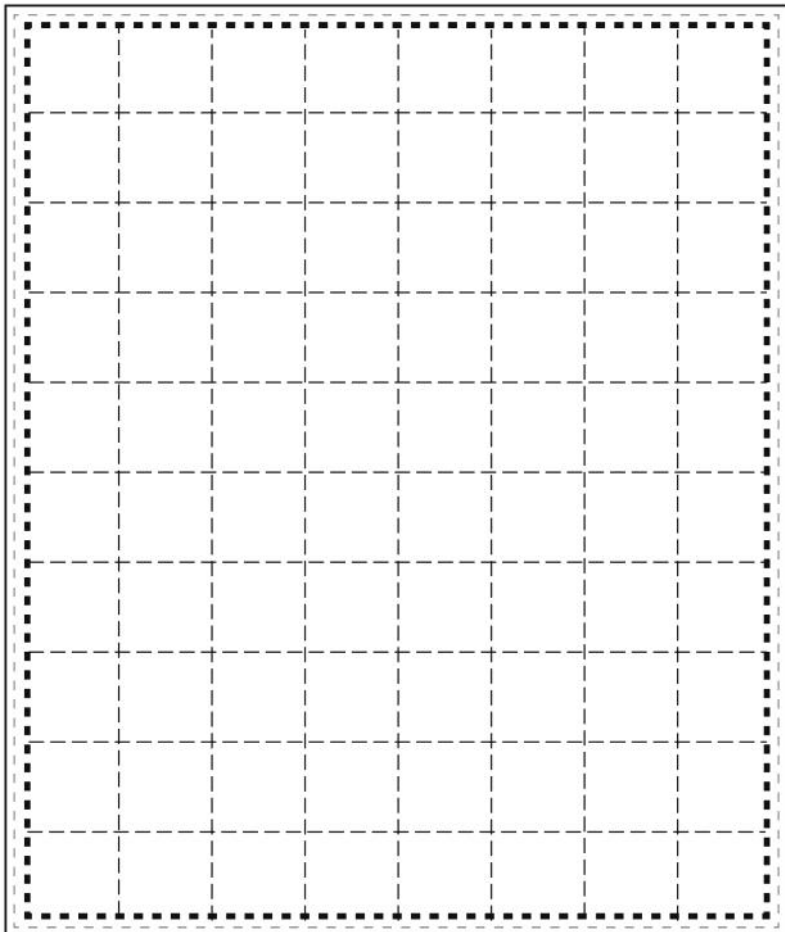


## SEWN MAT:

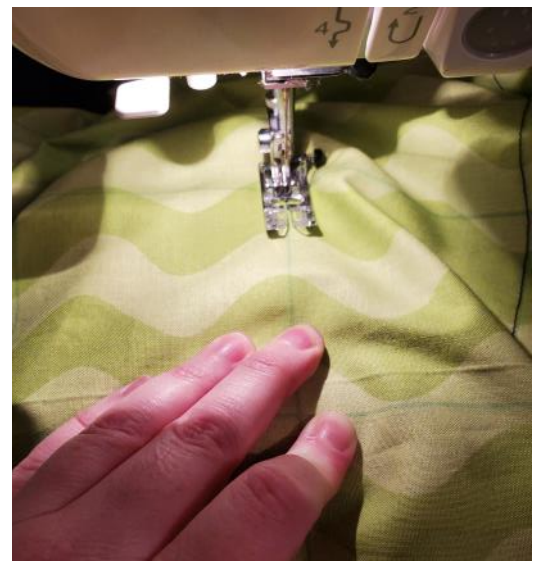
Start by stitching around the outer border, USING A CONTRASTING THREAD COLOR. If you have a sewing machine with fancy stitches, this is a great opportunity to pull one of those out—like this decorative leaf stitch.



Next, using a straight stitch, sew all the center grid lines, ALSO USING CONTRASTING THREAD.



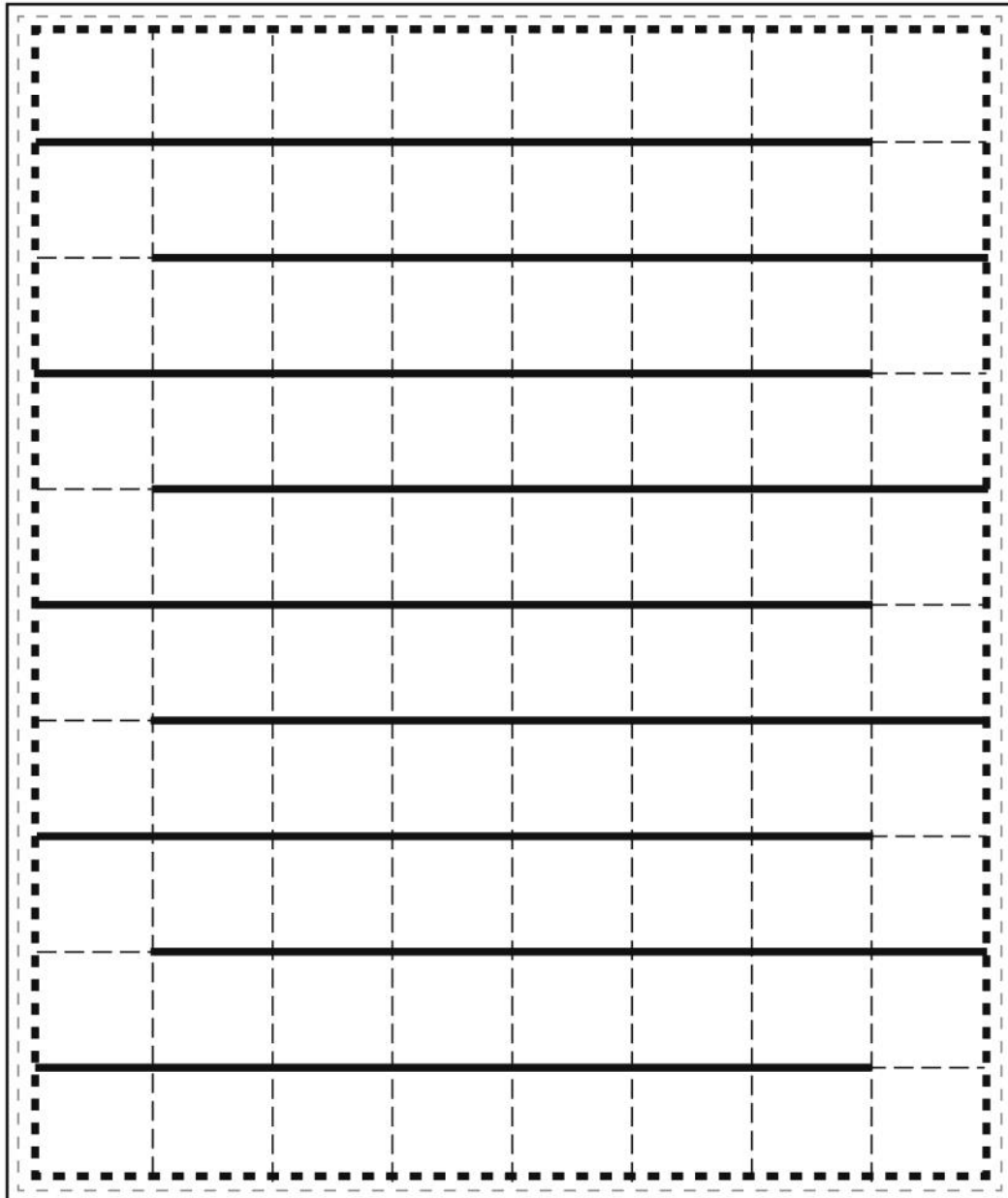
NOTE: sometimes your presser foot will start to pull the top fabric towards the edge and create a pucker at the edge. To combat this, when you get a few squares away from the edge, start smoothing the fabric towards the presser foot and guiding any bubbles under the presser foot. If you keep the bubbling spread out, it should disappear in the stitches, but if you allow the bubbling to gravitate towards the edge, it will pucker.



# CONSTRUCTION—MAT GRID

*SEWN MAT: (skip to [following page](#) if you are doing a no-sew mat)*

OPTIONAL—go back over some of your lines with a tight zig zag stitch to make them thicker. I did this in a pattern to create “walls” showing which direction to move in the game.





## NO-SEW AND SEWN MAT:

Place your snakes and ladders (or ladder templates—if you have cut your ladders in strips with separate rungs, it is much easier to use the templates for this step) onto your grid and figure out where you want them to be. You do not have to use all of them.



### RULES OF SNAKES AND LADDERS:

Each player takes turns rolling a die and moving up the board towards the top. If the player lands on a square with the bottom of a ladder, they go up to the top. If they land on a square with the head of a snake, they are “bitten” and slide down to the bottom of its tail.

### A FEW TIPS:

- ⇒ Take a picture of your placement before you start attaching the pieces, as you will need to move them off temporarily to apply adhesive.
- ⇒ Make sure that each snake/ladder clearly starts and ends in a single square, not right on the edge between squares.
- ⇒ Do not place the bottom of a ladder and the head of a snake on the same square.

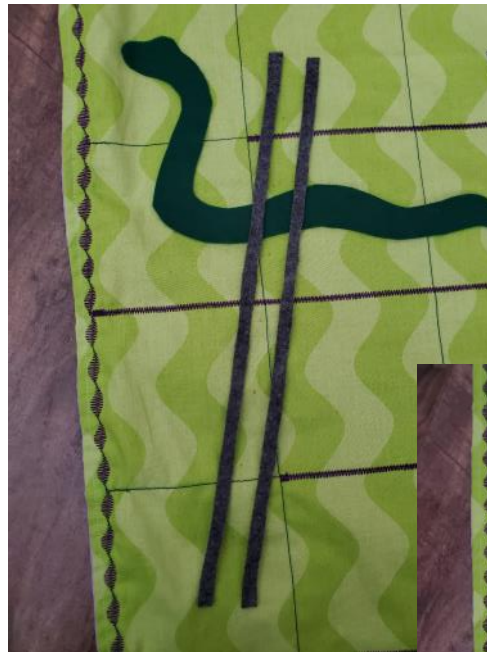


## NO-SEW AND SEWN MAT:

Using your preferred attachment method from the following list, stick all your pieces on the mat.

- ⇒ glue (washable if sewing, permanent if not sewing)
- ⇒ wash away wonder tape (if sewing)
- ⇒ iron-on adhesive—remove the backing, place the pieces and iron to adhere. Use a pressing cloth between the iron and your pieces if you used felt—if ironing directly on it, it may melt.

If your snakes and ladders cross each other, decide which one you want on top, or you can even make your snake go through the ladder by placing one vertical strip under the snake and one on top, as shown in the bottom right picture.



Rungs should always be applied last. If you are using iron-on adhesive and felt, place a pressing cloth between the iron and your pieces, so you do not melt the felt.

## NO-SEW AND SEWN MAT:

If you did a no-sew mat, check the edges of all of your pieces and make sure they are glued down well—add a little glue to any loose areas.

If you are sewing, wait for the glue to dry (or iron on your pieces), then sew all of your pieces to the mat. You may need to roll up the edges to fit the mat under your presser foot.

OPTIONAL: Use puffy fabric paint or embroidery to apply extra details, such as tongues and eyes on your snakes.

And then you can start to play!



Use whatever you like to mark each player's position—cars, small stuffies, etc.



You can use a store bought die, or you can make your own from your leftover felt! There are several tutorials from other makers, including this one:

<http://slairslair.blogspot.com/2013/03/templates-for-full-set-of-polyhedral.html>