

# CANDY LAND

Candy Land is a classic we all love to play! It is simple, but still engaging and fun! Don't know what to do or say while playing? In the table to the right are some ideas to help you think of other words and reasons to communicate while playing Candy Land. Remember to have fun!

## CORE WORDS

Do	I
Get	You
Go	It
Help	More
Like	Colors
Look	That
Need	There
Put	Here
Want	What

## MATERIALS

Candy Land	Child/client
	You
	AAC Device

## Model It on the AAC Device

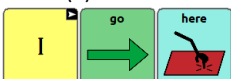
One Word:



Two Words:



Three (+) Words:



# Active with AAC

Reasons to Communicate	One Word	Two Words	Three (+) Words
Getting Wants/Needs Met (requesting objects/activities/ permission/attention, etc., directing action/to stop, request help)	Want Need Go Here Put Do More Colors	I want Want that I go You go Put here Need more Go more Want + color	I want + color I need help Put it there You go there I go here Put it on red I got more red I need green
Exchange Information (share and show objects, confirm/deny, request information, etc.)	Need Like Look That There Put Here More Help Take Get	What get? What color? Like that Put there Put here Look that Need help I got Take it Get it I like	I like that Look at that Look what I got What color you get Put it there Put it here I need help It got it I got that one I got two red I need two green
Social Closeness/Etiquette (greet, take turns, comment, etc.)	Awesome Oh no! Uh-oh Like Go Do Turn I You	I like That awesome Like that Uh-oh that! You do Go here I go You go My turn	I like that one That is awesome Oh no! Not that Uh-oh! I go back I go here You go there I go again Its my turn I can do it

## Tips to Engage, Expand, and Succeed:

- Everyone loves Candy Land! The excitement of getting closer to the Candy Castle. The defeat of getting stuck or going back down the path. Use these natural emotions to focus on commenting while playing. Here are some comments you can say:
  - Happy Comments: **Yay! Awesome! Great! I love it! Cool!**
  - Other Comments: **Oh no! Uh-oh! No way!**
- During the game, you can also focus on other vocabulary words like colors, prepositions (**up/down, front/back, in front/behind**), determiners (**that, this, there, here**), or pronouns (**I, you, he, she**).
- Structure the game so before each turn the child/client has to say something on the device before taking a turn. You can use other materials and target other goals if using the game as a reward in this way. But remember to also model on the AAC device social language, like comments (see the first bullet point for ideas).
- Keep your modeling of language natural! Don't force the child/client to touch the screen all the time, but provide the opportunity. And just keep modeling!

