

ACTIVITY WRITE-UP 3**Name of Activity:** Candy Land

Type of modality	Board Game
Type of play	Shared cooperative
Interaction pattern	Multilateral
# of participants required	2-4 players
Equipment/supplies	1 gameboard 4 gingerbread character pawns 64 cards
Facilities required/environment	area with a flat surface
Precautions	Small pieces may be choking hazard

Directions

1. Open up game board and place on flat surface
2. Shuffle cards and place them facedown.
3. Each player picks a gingerbread character pawn and places it on start
4. Youngest player begins first, the play begins going to their left
5. On each person's turn they begin drawing one card from the deck and move as the card directs
6. If a card with one color block is drawn the person moves towards the candy castle to the first matching color block on that path.
7. If a card with two color blocks is drawn move forward toward the candy castle to the second matching color space on the path.
8. If a picture card is drawn move the pawn forward or backward to the pink picture space that has the same symbol as seen on the card
9. If a player lands on one of the 3 licorice spaces your gingerbread pawn is stuck on that space for one turn
10. If a player lands on the yellow space below the gumdrop pass or the orange space below the rainbow trail they are able to use the shortcut by moving their pawn to the purple space above the Rainbow Trail or the green space above the Gumdrop Pass
11. Play as rules state and the first player to reach the multi-colored space near the candy castle wins.

Activity Analysis

Category	Skills
Primary body position	Sitting
Part of the body required	Upper extremities, head, neck
Movement	Grasping, reaching, releasing, turning/twisting hands and arms,
Physical	Dynamic sitting, crossing midline, fine muscle coordination, motor control, range of motion upper extremities
Cognitive	Arousal/alertness, sustaining attention, short term memory, judgement, topographical orientation, organization and planning, simple problem solving, shape recognition, color recognition,
Social	Interpersonal interactions, maintaining social space, heterogeneity, homogeneity, relating with equals, relating with authority, relating with subordinates, social cues, social conduct, self-expression, and showing tolerance
Perception	auditory, tactile, visual
Communication/language	reception of spoken language, expression of spoken language, reception of signs and symbols,
Self-care	N/A
Psychological/emotional (possible)	excitement, anger, frustration, joy, anxiety

How to Simplify the Activity

Change rules so that picture cards can only send players forward, and never send players back. If a player draws a picture card that would send them backward, they discard that picture card and draw a new one.

How to Make the Activity More Complex

On each turn, draw 2 cards. Look at both and decide which you want to play and discard the other.

Other Comments