

## 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!

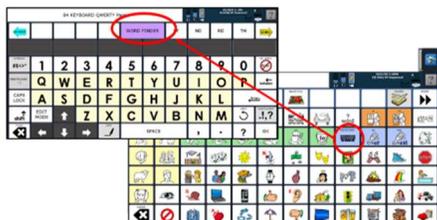
### CORE WORDS

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



Modeling on your child's device is just "talking" using his/her language! When you say a word with your voice, also say it using your child's device. Look up the words that you are going model using WORD FINDER before you start playing. Start with one word and then add 1-2 words.

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!

# Active with AAC

Using a low-tech communication board? Or need some choices to help you communicate during this activity?

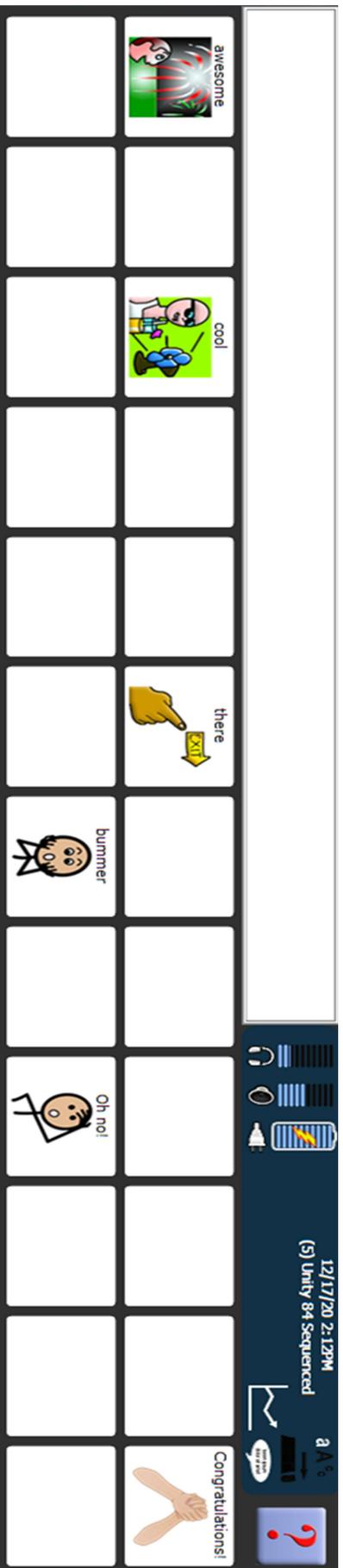
The following strips can be used as choice boards or fringe vocabulary for the above activity. If you are using this as fringe vocabulary, you will need one of our low-tech flip books or a single page communication board. These boards are available on our website. Download the boards here: <https://aclanguelab.com/resources/unity-manual-communication-boards> You can add these a flip book. OR, you can Velcro [these to the top of a single page low-tech core word board.](#)



Attached to a one-page communication board.

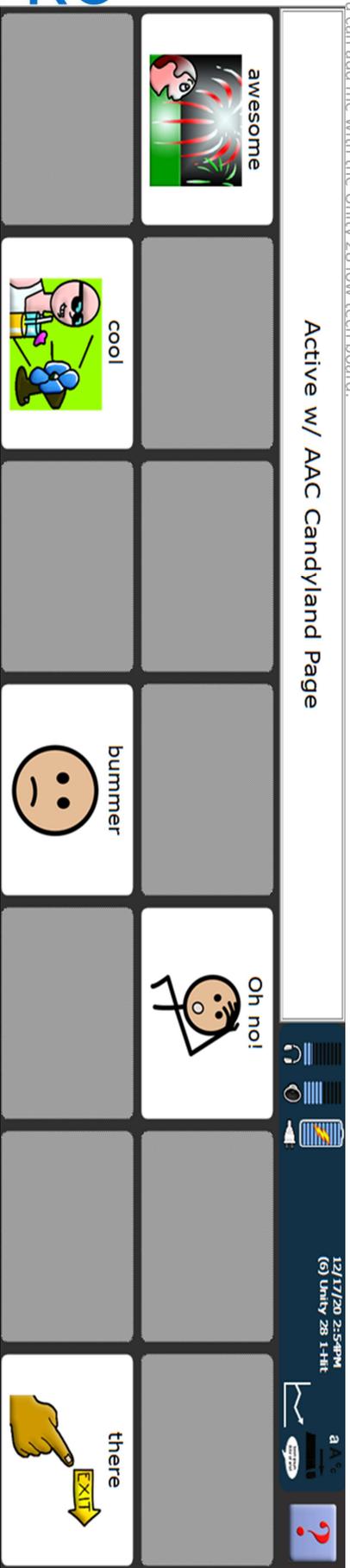


You can add tis one to the LAMP WFL, Unity 84, Unity 60 low tech board.



The screenshot shows a communication board interface with a grid of icons and text. The icons include: 'awesome' (a hand with red energy waves), 'cool' (a person with sunglasses and a blue balloon), 'there' (a hand pointing to a yellow 'EXIT' sign), 'bummer' (a sad face), 'Oh no!' (a person falling), and 'Congratulations!' (two hands clapping). The interface also includes a status bar at the bottom with the date and time '12/17/20 2:12PM', the text '(5) Unity 84 Sequenced', and a battery level indicator '84%'. There are also icons for volume, a lightbulb, and a question mark.

You can add me with the Unity 28 low tech board.



The screenshot shows a communication board interface with a grid of icons and text. The icons include: 'awesome' (a hand with red energy waves), 'cool' (a person with sunglasses and a blue balloon), 'bummer' (a sad face), 'Oh no!' (a person falling), and 'there' (a hand pointing to a yellow 'EXIT' sign). The interface also includes a status bar at the bottom with the date and time '12/17/20 2:54PM', the text '(5) Unity 28 1-Fit', and a battery level indicator '84%'. There are also icons for volume, a lightbulb, and a question mark.