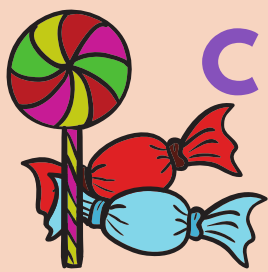
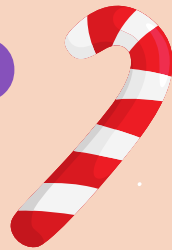


THOUGHTFUL THURSDAYS

TAKING TURNS AND
ACCEPTING A LOSS WHILE
PLAYING GAMES BOTH IN
PERSON AND VIRTUALLY.



**CANDY LAND
EDITION**



TAKING TURNS

Sometimes when we play games, more than one person can be playing the game with us!

When we are playing games, it is important that our friends get to play too!



We take turns so that everyone has a chance to play!

ACCEPTING A LOSS



Losing is hard! It's important to validate children's emotions. Then teach and practice strategies they can use to work through the big feelings that come when you don't win the game.



Instead of:

Throwing the game pieces to the floor.

Yelling at the winner of the game.

Giving up.

Try this:

Take deep breaths. You will have another turn!

Cheer for our friends!

TRY AGAIN!

CANDY LAND BASIC INFO

AGE CONSIDERATIONS

Suggested ages for Candy Land are 3-5 years old according to the box directions.

HOWEVER...

There are many skills associated with Candy Land that could benefit children beyond the age of 5.

DEVELOPMENTAL CONSIDERATIONS TO WORK ON

- Color Matching
- Turn taking
- Sorting
- Sequencing skills
- Social Engagement
- Listening
- Following Directions



WHY PLAY CANDY LAND?

BENEFITS:



It is a great game for children who may need to practice accepting a loss.



Incorporates several opportunities throughout to practice turn taking.



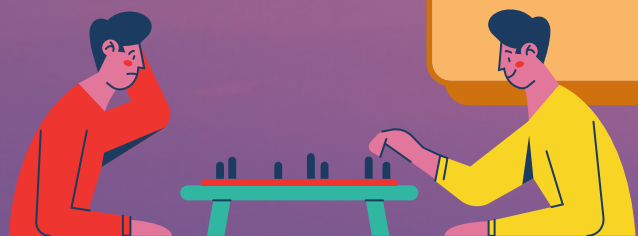
All players have opportunities to win -- winning occurs by chance!

OTHER GAMES TO CONSIDER

- Hi Ho! Cherry-O
- Let's Go Fishing.
- Pom Pom and Skewer "Jenga"
- Tower Building.

SUPPORTS TO CONSIDER:

- Using a sand timer.
- Using a turn-taking ball.



VIRTUAL GAMES TO CONSIDER

- Ticket to Ride
- Patchwork
- Draw Something.
- Tic-Tac-Toe



RESOURCE FOR FREE
ONLINE GAMES

<https://en.boardgamearena.com/>