

Kit Guide: Life Size Candy Land

Table of Contents	
Inventory	2
SEL Objectives	3
Background	3
Resource Connection	3
Preparation	4
Instructions	4-5
Evaluation	6
Appendix A: Printable Instructions	7
Appendix A: Nomenclature and Photos	8

Kit Inventory: Life Size Candy Land

ITEM	QTY	ITEM	QTY
Instructions (copies)	50+	Game Pieces (necklaces) - 4 per color	16
Game Board Block <ul style="list-style-type: none"> • 1 Start, 1 End • ~10 Regular per color (red, orange, yellow, green, blue, purple) • ~3 With Dot per color (red, yellow, green only) • 1 Pink per character (chocolate, licorice, lollipop, peanut brittle, gumdrop, peppermint, plum, ice cream) 	~100	Assorted Decorations <ul style="list-style-type: none"> • Queen • King • Lolly • Gingerbread Man • Boy & Girl • Lollipop • Ice Cream • Cupcake • Candies • Candy Cane 	
Draw Cards <ul style="list-style-type: none"> • 6 One Block per color • 4 Two Block per color • 2 per character 	76		

You provide: Additional decorations if wanted, candy/snacks for teens (can request this from YAS if interested)

Notes:

- The participants are meant to “be” their own game piece and should move about the game board as if they are stuck to their spot. You have enough pieces for 16 players, or you can have multiple games running concurrently.
- The Game Board Blocks are laminated to be reusable – please ensure that youth are gentle when standing on (or near) their game board block.

SharePoint Materials:

- Kit Guide: https://ppld.sharepoint.com/:w:/t/YoungAdultSTAFF/ETfRMWukST9Kp71_VNzgwPIB3XPVTVvleS-vzrlw7cPhtQ?e=sAGzcm
- Draw Cards & Character Cards: <https://ppld.sharepoint.com/:p:/t/YoungAdultSTAFF/Ebg-svTJ7S1Clov9CYF-RQwBUKuKYAbOJ3iQwjvP0npVeA?e=YmaZ1L>

Social & Emotional Learning Objectives:

1. Students will demonstrate impulse control as they wait to take their turn (Relationship Building/Teamwork)
2. Students will demonstrate self-awareness by identifying how their actions affect the actions and behaviors of their peers (Self-Awareness/Social Awareness)
3. Students will communicate with their peers to determine where to place their game piece (or stand) on the board (Relationship Building).

Background:

At the CATS Winter Workshop in 2019, several library workers from around the state said that they had success with large live action board games, and we thought Candy Land would be both fun and inexpensive to create.

Candy Land Basics: This is a simple game with two or more players, where each player is trying to be the first to reach the end. Players move their piece by drawing cards and moving their piece to the corresponding picture or color spaces. The game is individually played, where the actions of one player has no effect on the other players.

Resource Connection:

Since this is a real-life version of an actual board game, use this time to promote the circulating board game collection! Feel free to show folks the website (<https://ppld.org/board-games>) and browse all the games in our expansive collection!

Preparation:

Note: If you are not familiar with the board game Candy Land please read the rules here:

[https://www.hasbro.com/common/instruct/Candy_Land_\(2004\).pdf](https://www.hasbro.com/common/instruct/Candy_Land_(2004).pdf)

Day of event:

1. Set up the room. You will create your own game board. Please make sure that there is a large designated space to play the game. Place colored spaces however you see fit on the floor; have the game go through a couple rooms, down some book aisles, etc.
2. Please make sure that you have two points somewhere on the “game board” where the two shortcuts can be easily connected to two different spaces.
3. Make sure drawing cards are shuffled, face down, with each player drawing one card at a time.
4. Game play is started with the youngest player, set up the drawing rotation from youngest to oldest.

Instructions:

Part 1: Getting Ready (3 minutes)

1. If you have a lot of participants, consider making teams/groups, rather than everyone playing individually. We provided a lot of game pieces but use as many/few as makes sense for your group. Once you know who is teamed up/playing alone, hand out game pieces. These are intended to be worn like a necklace and the youth is the actual marker. If you don't want them standing on the Game Board Blocks, the game piece can be set on the floor as a marker.

Part 2: Game Play (time to complete)

2. At the beginning of each player's turn they draw one candy card. That

card may contain a single color block, two color blocks, or a picture of a place on the board. The color blocks allow you to move forward to that corresponding color. If two color blocks are drawn, then you move forward to the second matching color. If a picture card is drawn, the player must move forward OR backward to the designated character space.

3. To activate one of the two shortcuts on the board, you must land exactly on the entry point to that shortcut. If you land on the shortcut then you may move your piece forward to the ending point of that shortcut. You cannot “fall backwards” into a shortcut.
4. If a player lands on a black-spot space, the player must stay on that space until he/she draws another card that corresponds to the color of the space they are on. For example: if a player lands on a red space that has a black-spot on it, he/she will be stuck there, continually pulling cards until another red card is chosen, then the player can move forward.
5. You can either look up the actual board game design to place the picture spaces similar to the actual board game, or you can put them randomly among the colored spaces; Picture spaces include Plumpy, Mr. Mint, Jolly, Gramma Nut, Princess Lolly, Queen Frostine, Gloppy, and Lord Licorice.

Part 3: How to Win

6. To win a player must reach the candy castle and King Candy at the end of the path.
The first player to reach the castle is declared the winner of candy land. Please note that the player must specifically chose the colored space that is right before the “Winner” block to win.

Evaluation:

Did you observe:

- Youth working together?
- Youth explaining the game to each other?
- Youth waiting patiently to take their turn?

YAS would like your opinions. Please fill out the feedback form here:

<https://www.cognitofrms.com/PikesPeakLibraryDistrict3/2022YoungAdultServicesProgramFeedbackForm>

Appendix A: Printable Instructions

Candy Land Instructions:

Game Overview:

- This is a simple game, with two or more players, where each player is trying to be the first to reach the end.
- Players move their piece by drawing cards and moving their piece to the corresponding picture or color spaces.
- The game is individually played, where the actions of one player has no effect on the other players.

Setup:

- Please make sure that there is a large, designated space to play the game. Place colored spaces however you see fit on the floor; have the game go through a couple rooms, down some book aisles, etc. You can use as many or as few of the game blocks as makes sense for your space.
- Please make sure that you have two points somewhere on the “game board” where the two shortcuts can be easily connected to two different spaces.
- Make sure drawing cards are shuffled, face down, with each player drawing one card at a time.
- Game play begins with the youngest player, set up the rotation from youngest to oldest.

Gameplay:

1. At the beginning of each players turn they draw one candy card. That card may contain a single color block, two color blocks, or a picture of a place on the board. The color blocks allow you to move forward to that corresponding color. If two color blocks are drawn, then you move forward to the second matching color. If a picture card is drawn, the player must move forward OR backward to the designated space.
2. In order to activate one of the two shortcuts on the board, you must land exactly on the entry point to that shortcut. If you land on the shortcut then you may move your piece forward to the ending point of that shortcut. You cannot “fall backwards” into a shortcut.
3. If a player lands on a black-spot space, the player must stay on that space until he/she draws another card that corresponds to the color of the space they are on. There are 3 black-spot spaces; one on pink, one on purple, one on blue. For example: if a player lands on a pink space that has a black-spot on it, he/she will be stuck there, continually pulling cards until another pink card is chosen, then the player can move forward.
4. To win a player must reach the candy castle at the end of the path. The first player to reach the castle is declared the winner of candy land. Please note that the player must specifically chose the colored space that is at the very end to win.
5. You can either look up to place the picture spaces similar to the actual board game, or you can put them randomly among the spaces; Picture spaces include Gloppy, Queen Frostine, Lord Licorice, Princess Lolly, Plumpy, Gramma Nutt, Jolly, and Mr. Mint.

Appendix B: Nomenclature and Photos

Game Board Blocks



Draw Cards



Character Draw Card & Board Game Block



Start and End Blocks

