



SOCIAL PLAY

Hey Grown-ups!

If your child is ready to try playing with others, this playbook is a great tool to teach them how to incorporate basic social and imaginative play into this activity.

Keep in mind:

Since you know your child best, it is up to you to pick which products and resources are most appropriate for his or her level of ability. Make sure you supervise the play as needed, and don't modify the products.

Looking for more guidance for your child's play level? Please visit theautismproject.org for more information.



TOOLS

in collaboration with
THE AUTISM PROJECT

2-4 PLAYERS. Make sure to reference the instructions sheet that came with the toy for play information.
Questions? Call: 1-800-255-5516
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AGES 3+



CANDY LAND

Candy Land® is a fun game to play with 2-4 players.



**Ready to start?
Put the movers on the start square.**



**It's hard to decide who can go first.
Today, the youngest player can go first.**

Pick a card. Follow the path on the board until you reach the closest square of the same color. Move your character mover to that square.



Take turns spinning and moving your character movers.



Find printable turn-taking cards here!
<http://toyboxtools.hasbro.com/tools>

**Each turn is different.
You never know where your mover will land!**



Licorice Lagoon



King Kandy's Castle



Nana Nutt's House



Peppermint Forest



Frosted Palace



Lollipop Palace

Your mover could land on a fun picture space.



Or take a short-cut!



**Watch out for the Licorice Squares.
If you land on one, you could lose your next turn.**



**It's okay to miss a turn. While you are waiting,
you can watch to see where the other movers land.
Soon it will be your turn again.**

The game is all done when the first character mover reaches King Kandy's Castle.



**Playing CANDY LAND is fun!
Who will win the next time you play?**