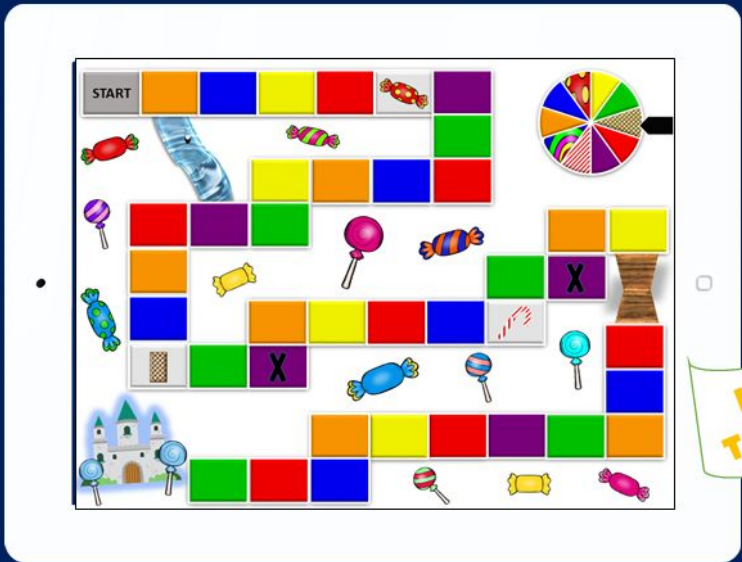


# CANDY COLOR

## INTERACTIVE Game



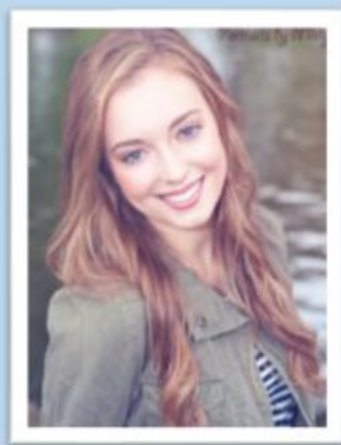
# TELE-THERAPY

EMILY  
BOWER

# Play!

## Instructions

## Terms of Use & Credits



# THANK YOU FOR DOWNLOADING!

CLIP ART USED WITH  
PERMISSION FROM



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SLP  
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additional licenses from my store.

# INSTRUCTIONS

## GAME SET UP

1. Pull up this interactive PDF on device of choice. For tele-therapy, show PDF with shared screen option.
2. Create game 'pawns' to move around the game board by creating a shape (can use stamp in Zoom for easy creation) and color according to desire.
3. Decide which player will go first. My kids prefer a match of rock-paper-scissors!

## GAME PLAY

1. On each player's turn, the player will click on the spinner once to begin the spin and again to stop it. (You can hand over mouse control to students for each turn to let them click by themselves)
2. Player will then click on their specific pawn and move it to the corresponding color.
3. Three spots on the wheel correspond to specific spot on the board – candy cane, chocolate, & toffee





# INSTRUCTIONS

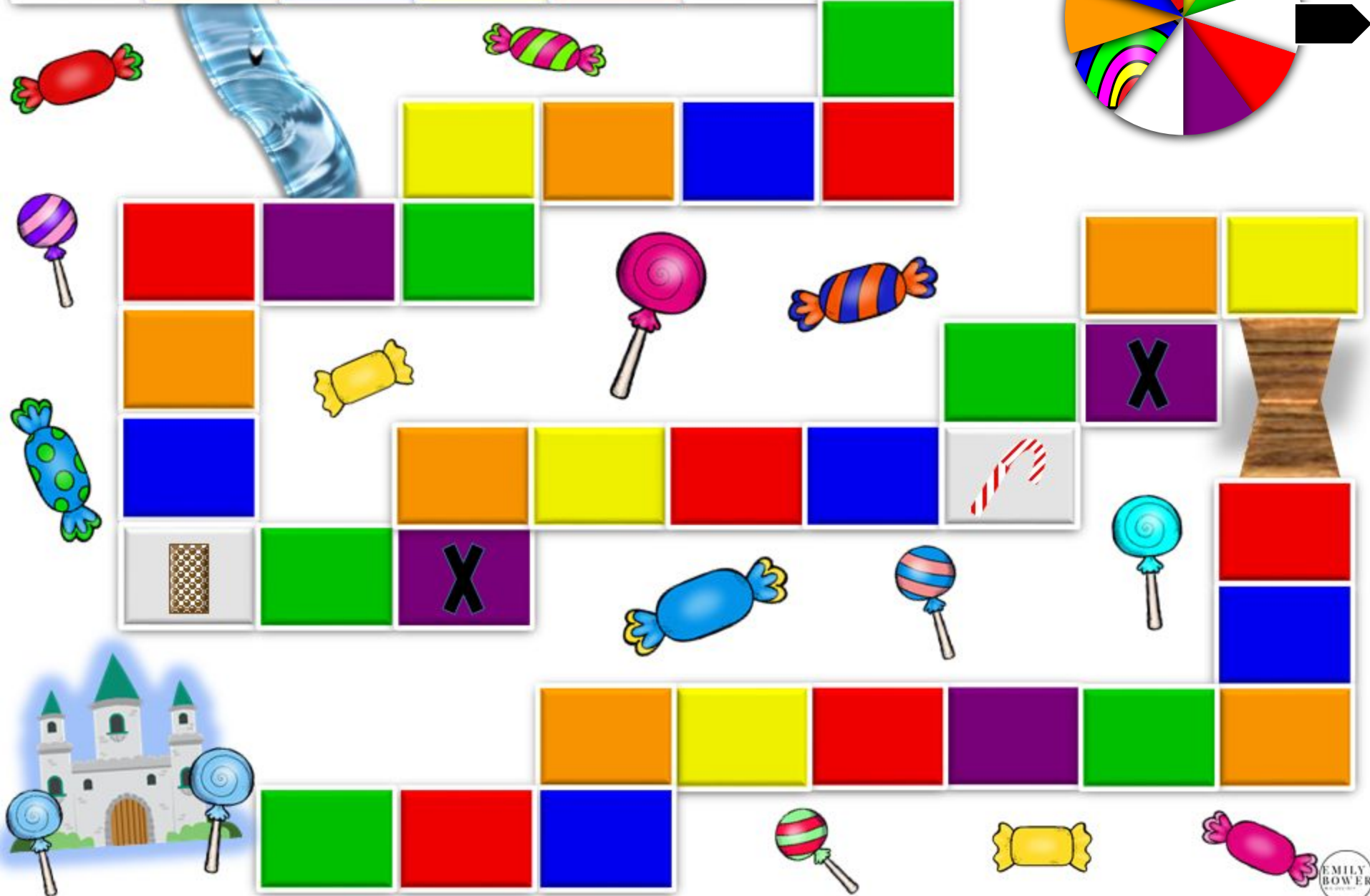
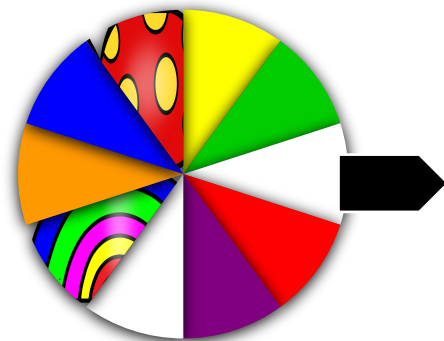
## GAME PLAY CTD.

4. If a player's spin lands on the rainbow, they can move forward to the next color of their choice. For example, a player's pawn is on red. They can move to the next red or the next block of any color.
5. During game play, if a player lands on a purple block with the black licorice X then that player loses his/her next turn.
6. During game play, if a player lands on the first orange block then they can ride the 'river' and move ahead to the connecting purple block. The brown 'bridge' is not a block. If you land on the yellow block above it simply slide down it to the connecting red block.
7. Players can spin again if spinner lands perfectly in between two of the colors.

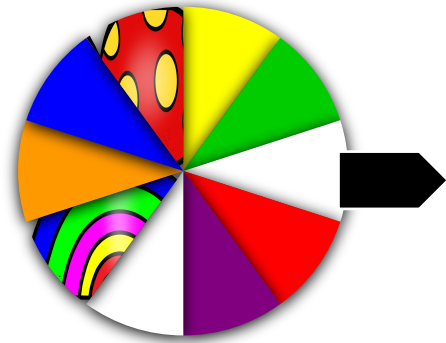
TO WIN: Be the first player to reach the Candy Castle!



START



START



X

X

X

