

**Sugar Land Candy Directions:**

Print the game board and two sets of candy pictures, in color if possible, and laminate.

To Play: This game is played like "Go Fish", Each player begins with 5 cards. The rest of the cards are place in the center of the table as the "draw" pile.

After the therapy stimulus is completed. Students describe their candy card to another player to see if they can find a match. When a student gets a match, he/she can move a game piece or M&M along the spaces until they reach the cotton candy man (or have the most matches) and win.

Can be used for artic or language activities.

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