Granny's Candies™

The Delicious Game of Word Meanings!

Created by Sarah Michaels and Amy Parks

Granny's Candies™ Includes:

- A Colorful, Foldable 18" x 18" Game Board.
- 144 Foam "Candy" Tokens.
- 672 Semantic Skill Cards (84 cards per semantic area, with eight areas).
- Reproducible Workbook with Lessons, Activities, and Games.
- Card Divider Box and a Die.

Introduction:

Granny's Candies™ is a language game for children ages five and up. The game focuses on semantics (word meanings). Any number of children can play at one time. It targets eight semantic areas:

- What belongs in this group? (What Belongs?)
- What do these have in common? (Name the Category)
- Give an action word. (Action Words)
- What is this used for? (Object Use/Function)
- Give a describing word. (Adjectives)
- How are they different? (Differences)
- How are they alike? (Similarities)
- Which one doesn't belong? Why? (Which One Doesn't Belong?)

Object of the Game:

To be the player with the most "candy" tokens at the end of the game.

Getting Ready to Play:

1. Separate all of the Granny's Candies™ language cards into individual decks by semantic area.
2. Place the game board on a table or the floor.
3. Fill the "candy jars" on the board with "candy" tokens.
4. Choose the card(s) that the player(s) will use to play the game. For example, all players may work on Adjectives, or each player may work on a different semantic area.
5. Place each card set into the card divider box. Use all cards in a deck, or choose specific questions based on the student's skill level.

How to Play:

1. Decide who goes first.
2. First player takes a card from the appropriate section of the card divider box and reads/listens to the question. Player then answers the question aloud. Suggested answers are included on pages 2-18 of the Workbook.
3. Player rolls the die and takes that number of "candy" token pieces from any "candy jar."
4. Play continues in turn.
5. Game ends when all "candy" tokens have been removed from the board, or when time expires. Player with the most "candies" wins!

Game Variations:

- Give each player the same amount of tokens. Player rolls the die and puts that many "candy" tokens "in" the jars after answering each question. The first player to put all of his/her "candy" tokens "in" the "candy jars" wins!
- Use the Open-Ended Games (pages 52-57) during individual or group sessions for more fun with games.
- Use the Granny's Candies™ cards without the game board to work on semantic skills.

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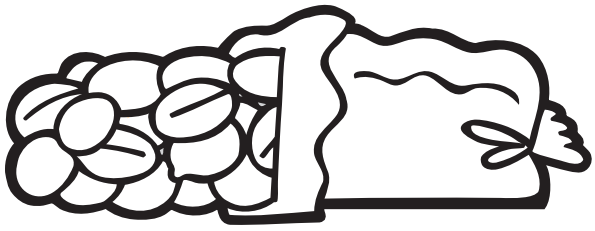

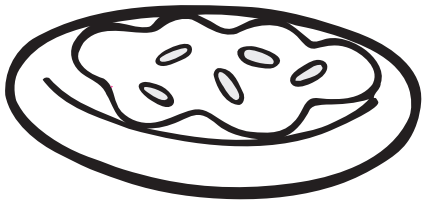

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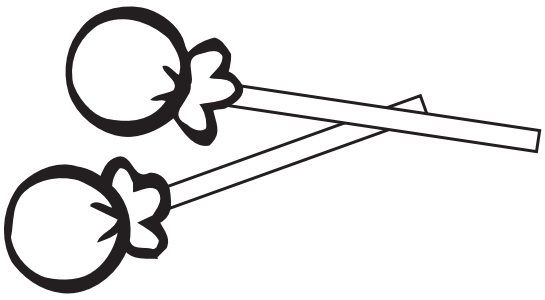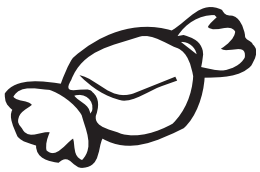
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