

Social Skills Land - Original Pack

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Sometimes we have to disguise learning into games! Students love games but don't always like talking about bullying, anger control, or problem-solving. Luckily, they can do both with Social Skills Land! This contains 216 EDITABLE cards of the following types to increase social and problem-solving skills in kids ages 5-13:

- Anger Control
- Positive Thinking
- Debugging (Ignore, Walk Away, Speak Friendly, Speak Firmly, Get an Adult)
- Bullying
- Feelings
- Friendship

Students love being able to move their piece along the same Candyland board they've come to know and love, and hardly even realize they're learning at the same time! A great game for those, "Oh shoot, what am I going to do with THAT group today?"

Example Questions:

I) Talk about a time when you saw someone else being a good friend.

- 2) MAKE IT POSITIVE! I'll probably fail this test just like the other ones.
- 3) Draw a scared person.
- 4) TRUE or FALSE?¹ Teachers don't want to hear about problems at home.

5) Sasha said that only popular girls can play with the jump ropes at recess. What should you do or say?

6) Act out what an angry person would look like.



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Social Skills Land - Counseling Pack Yearly Planner Binder Social Superstar Game

Instructions

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Time Required: 20-30 minutes

<u>Players:</u> 2-4 ages 5-10

Materials: Candyland board, space markers, 2 dice, prize money/beads/counters

<u>Directions</u>: Print question cards onto colored paper or cardstock. Laminate for improved durability!

Red = anger control cards Orange = positive thinking cards Yellow = debugging cards (answers include ignore, move away, tell an adult, use a firm voice, etc.) Green = bullying cards Blue = feelings cards Purple = friendship cards

Each player selects a space marker. The youngest player goes first and rolls the dice, moving their piece the selected number of spaces. They then answer the corresponding question for that color. If they give a good answer or attempt, they earn a prize dollar, bead, or counter.

<u>BONUS cards</u>: If a placer chooses a card and it says "BONUS! Move ahead 2 spaces," they move their counter and earn a free reward dollar/bead/counter. Prize dollars, beads, or counters can be awarded for above-and-beyond answers, good sportsmanship, etc.

<u>Licorice Spaces</u>: If a player lands on the licorice spaces, they roll again and move ahead the selected number of spaces. The player with the most dollars/beads/counters at the end is the winner!

Thanks to Free Digital Photos for the images!

<u>Note</u>: Candyland is a registered trademark of Hasbro, Inc. I am not affiliated in any way with Hasbro, Inc!

Name 2 things that make you sad.	Johnny just found out his grandma is very sick. How do you think he feels?	What does someone look like when they are embarrassed?	What does someone look like when they are lonely?
Name 2 things that make you nervous.	Talk about a time when you felt silly.	BONUS! Move ahead 2 blue spaces.	Maddie just found out she is moving. Name 2 feelings she might be feeling.
Act out what a scared person might look like.	Name 3 things that make your mom or dad happy.	Talk about a time you felt scared.	Draw a surprised face.

What does it feel like to get angry?	Jeremy is frustrated because he cannot keep up with his class when they read out loud. What should he tell himself to make himself feel better?	Act out what an angry person would look like.	Erica is embarrassed because another girl made fun of her new shoes. What should she do?
Taylor is mad because someone else took the jump rope she wanted to use at recess. What could she tell herself to make herself feel better?	Christopher is upset because he does not like doing reading. What should he do?	Name 2 things that <u>makes</u> your mom or dad angry.	Mya is mad because she got a discipline referral for running in the hallway. What could she do to calm down?
Suzy is upset because a boy stuck his tongue out at her during recess.	BONUS! Move ahead 2 red spaces.	BONUS! Move ahead 2 red spaces.	Draw a picture of what an angry person looks like.

