

MARCH 2024

ISSN 0736-053X • VOL. 80, NO. 6



SCHOLASTIC

News

EDITION
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March is
Women's
History
Month

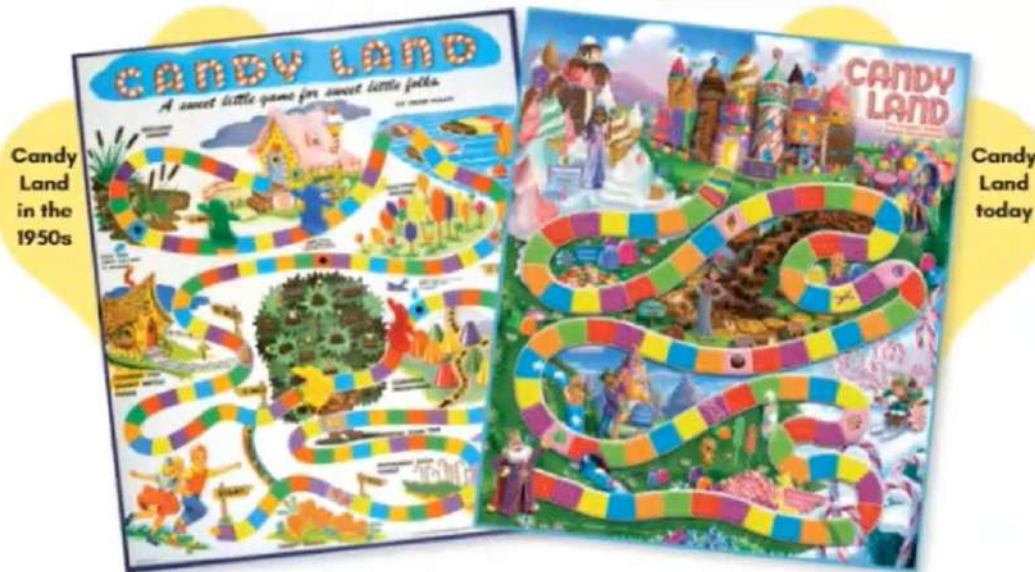


THE SWEET STORY OF CANDY LAND

A woman named Eleanor Abbott invented
Candy Land more than 70 years ago. It was more
than just a fun game. It helped sick kids feel better!

THE QUEEN OF CANDY LAND

Eleanor Abbott **invented** one of the most famous board games of all time!



As You Read

Think about why Candy Land was so important for kids in the hospital.

The story of Candy Land begins in a surprising place: a hospital room.

The Problem: Bored Kids

It was the year 1948. A disease called **polio** was making a lot of kids sick. Polio made it hard for them to breathe and move their bodies.

Kids were stuck in the hospital while they got better. There wasn't much to do. They couldn't move around much. They were homesick and lonely. And they were bored.

A woman named Eleanor Abbott was in the hospital with polio too. She was a schoolteacher. She saw how bored the kids were. She knew they needed something fun to **distract** them from being sick.

Fun in a Land of Candy

She came up with a game for the kids to play. It was about a magical world of sweets! Eleanor called it "Candy Land."

Right away, the kids loved it. Having polio meant they couldn't run around or leave the hospital. But they could have fun pretending to explore magical candy mountains and peppermint-stick forests.

The best part of the game was that kids could play it all by themselves—no grown-ups needed! The rules were simple, and there wasn't anything to read. The game helped kids have fun during their time in the hospital.

"A Sweet Little Game"

Eleanor's friends thought the idea could become a real game. Eleanor **sketched** it out on paper. She took it to the Milton Bradley game company. The company came up with

a **slogan** to write on the box: "A sweet little game for sweet little folks."

The game came out in 1949, and it was a big hit. In the 1940s and 1950s, a lot of kids had to stay at home. Parks and beaches had shut down because people were afraid of catching polio. Candy Land was something fun for the kids who were stuck inside.

Over time, doctors came up with better medicine for polio. By the 1970s, polio was mostly gone from the United States. But Candy Land is still around. About a million games are sold every year. Eleanor Abbott's sweet little game has made kids happy for more than 70 years!

—by Blair Rainsford



Cause and Effect

Think about
cause and effect
and **WHY** these
things were
happening in the
1940's.

Cause:

Hint: Why were the kids in the hospital?

Effect:

Kids were bored
in the hospital.

Cause:

Hint: What did Eleanor do to help the kids?

Effect:

The kids felt free
and had fun in
the hospital.

Cause:

Hint: What were people afraid of in the 1940s
and 1950s?

Effect:

Parks and beaches
were shut down
in the 1940s and
1950s.

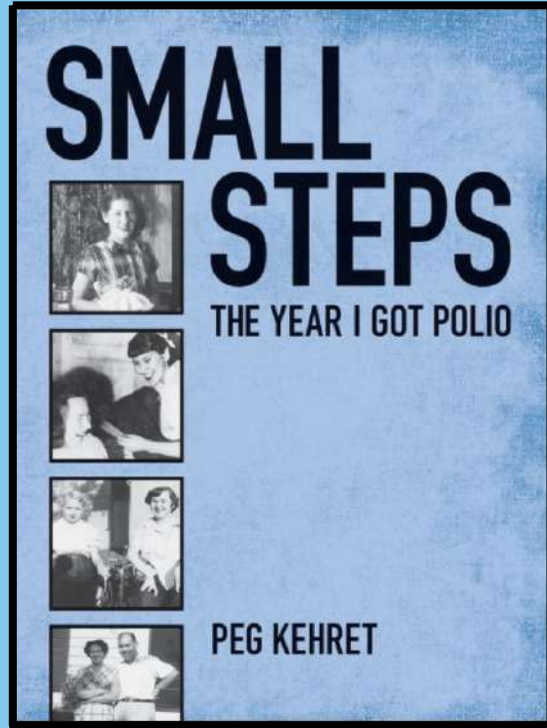
Cause:

Hint: Did people like Eleanor's game?

Effect:

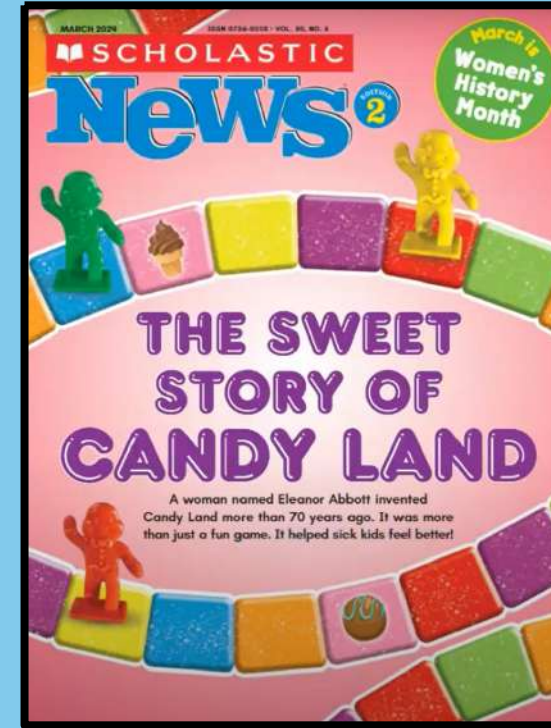
Millions of
games are sold
every year.

First and Secondhand Accounts



Is this a firsthand account
or a secondhand account?

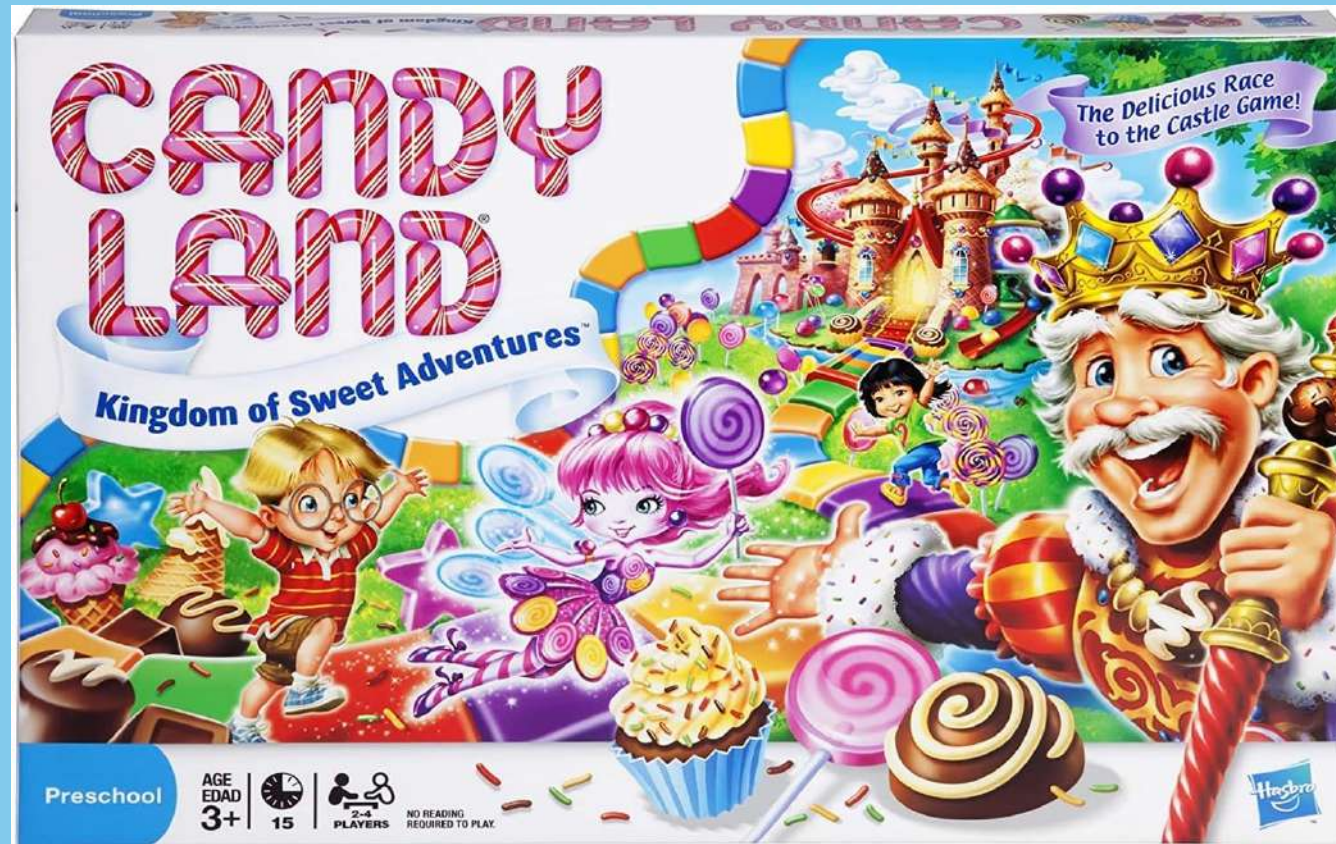
How do you know?



Is this a firsthand account
or a secondhand account?

How do you know?

It's time to play CANDY LAND



CANDY LAND Challenge:

Write a firsthand account
of your experience playing
Candy Land at school.