

Five Crowns® Mini Round® Occupational Therapy Game Description

Five Crowns Mini Round is a game primarily played for fun and entertainment. The fact that it teaches, strengthens and exercises an abundance of skills makes it one of the best possible tools for your classroom. Because it is fundamentally a game people enjoy, Five Crowns inspires an intrinsic motivation and desire to “play.” The repetition of playing again and again reinforces the skills that lead to success.

Five Crowns Mini Round Strengthens:

- **Cognitive Development:** Analytical Skills, Critical Thinking, Attention, Cognitive Flexibility, Organization, Planning, Strategy, Working Memory, Logical Reasoning, Problem Solving Skills
- **Visual Perception:** Form Constancy, Visual Sequential Memory
- **Physical Development:** Fine Motor Skills, Bilateral Coordination — Symmetrical Integration, Asymmetrical Integration, Crossing the Midline
- **Social Development:** Verbal Communication, Non-verbal Communication, Taking Turns, Following Rules, Sharing, Listening, Using Appropriate Vocal Volumes and Words, Coping with Losing and Proper Winning Behavior
- **Emotional Development:** Confidence, Intrinsic Motivation, Mood Enhancement, Self-Esteem

Award-winning Five Crowns now comes in a mini!

Five Crowns Mini Round is a Shorter, Faster Version of America’s Favorite Card Game®, Five Crowns. Five Crowns Mini Round is perfect for those in-between moments or when your clients need a post-therapy reward. Clients can play this 5-round version in 15 minutes or less and then easily stow away the 2-inch mini tin! Five Crowns Mini Round is packed with the same enjoyable features of the full version, including the fifth suit of stars and a rotating wild card! The goal is to combine all your cards into books or runs, be the first to go out, then watch the others scramble as they get one last chance to cut their losses. Five Crowns Mini Round® is perfect for the on-the-go therapist. Take it with you anywhere to turn “wait time” into game time!

Game Facts

- Age: 8 to adult
- Players: 2-4
- Time: 15 minutes
- Includes: 58 round cards and instructions