

Five Crowns® Mini Round® Educational 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 Skills:** Analytical Skills, Cognitive Flexibility, Cognitive Processing Speed, Critical Thinking, Left Brain – Right Brain Connectivity, Logic & Reasoning, Multiple Intelligences, Pattern Recognition and more.
- **Interpersonal Skills:** Complex Communication, Cooperative Learning, Social Learning and more.
- **Intrapersonal Skills:** Adaptability, Emotional Skills, Executive Functioning Skills and more.
- **Academic Connections:** Differentiated Instruction, Hidden Curriculum, Informational Text, Math Skills and more.

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. Students 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. Take this Mini Round 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