

# Karma® Mini Round® Educational Game Description

Karma 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, Karma inspires an intrinsic motivation and desire to “play.” The repetition of playing again and again reinforces the skills that lead to success.

## Karma Strengthens

- **Cognitive Skills:** Analytical Skills, Cognitive Flexibility, Critical Thinking, Higher-Order Thinking, Logic & Reasoning, Problem Solving and more.
- **Interpersonal Skills:** Collaborative Learning, Peer Assessment, Social Skills and more.
- **Intrapersonal Skills:** Emotional Skills, Executive Functioning Skills, Self-Assessment and more.
- **Physical Development:** Bilateral Coordination and Fine Motor Skills.
- **Academic Connections:** Differentiated Instruction, Games-Based Learning, Math Skills and more.

## Award-winning Karma game now comes in a mini!

America’s favorite infectious fun game now comes in a mini 2-inch tin! This grab-and-go version allows you to play a quick game with 2-4 players! Race to get rid of all your cards by playing a card of equal or higher value. Use your Karma Cards to avoid picking up the discard pile. In this game there are multiple winners. You never really know who’s going to lose until the very last card! The dramatic ending calls for an instant rematch! Karma Mini Round is perfect for on-the-go. 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: 40 round cards and instructions