

Quiddler® Junior Occupational Therapy Game Description

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

Quiddler Junior Strengthens:

- **Cognitive Development:** Analytical Skills, Critical Thinking, Attention, Cognitive Flexibility, Executive Functioning, Organizing, Planning, Strategy, Working Memory, Sight Words, Vocabulary and Development, Decoding Skills
- **Visual Perception:** Visual Memory, 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 Words, Coping with Losing and Proper Winning Behavior
- **Emotional Development:** Confidence, Intrinsic Motivation, Mood Enhancement, Self-Esteem

Witty Word Wizards!

Playing Quiddler Junior is so much fun, players won't even notice they're learning! Quiddler Junior contains 103 unique playing cards and 96 point chips in increments of 1, 5 and 10 points for fun and simple scoring. Each card contains a letter or double letter, point value, a word, and a colorful illustration. The goal is to have the highest score at the end of six rounds. Each round, players arrange all their cards into one or more words. The first player to do so goes out, then all other players have one last turn to make their best words. The number of cards dealt increases each round offering a greater variety of word choices. Players can use a dictionary when it is not their turn to look up words or check their spelling. This encourages players to use their harder-to-play-but-higher-point letters and find words that will earn them the 5-point longest-word bonus!

Game Facts

- Age: 6 to adult
- Players: 2-6
- Time: 40 minutes
- Contents: 103 cards, 96 point chips and instructions