

# Quiddler® Mini Round® Educational Game Description

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

## Quiddler Strengthens

- **Cognitive Skills:** Analytical Skills, Cognitive Flexibility, Cognitive Processing Speed, Critical Thinking, Left Brain – Right Brain Connectivity, Problem Solving, Visual Processing and more.
- **Interpersonal Skills:** Collaborative Learning, Peer Assessment, Social Skills and more.
- **Intrapersonal Skills:** Emotional Skills, Executive Functioning Skills, Self-Assessment and more.
- **Academic Connections:** Collaborative Learning, Creative Writing, Cross-Curricular Approach, Differentiated Instruction, Reading Literacy, Referencing Skills and more.

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

America’s favorite SHORT Word Game® has become even SHORTER! This 2-inch tin contains a quicker 4-round version of the original Quiddler game that can be played in 15 minutes or less. The goal is to arrange all your cards into one or more words and go out. Then all other players get one more turn to play their best words. The number of cards dealt each round increases, upping the challenge. You can use a dictionary when it is not your turn, which encourages players to use their harder to play but higher point letters. Each round there are two bonuses — one for the most words and one for the longest word. These bonuses allow for early readers and wordsmiths alike to win! Easy to play and perfect for 2-4 players, Quiddler Mini Round will have you craving your next rematch! 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: 59 round cards and instructions