

# SET® Mini Round® Educational Game Description

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

## SET Strengthens

- **Cognitive Skills:** Analytical Skills, Cognitive Flexibility, Cognitive Processing Speed, Critical Thinking, Left Brain – Right Brain Connectivity, Logic & Reasoning, Pattern Recognition, Visual & Spatial Processing and more.
- **Interpersonal Skills:** Collaborative Learning, Cooperative Learning, Peer Assessment, Social Skills and more.
- **Intrapersonal Skills:** Emotional Skills, Executive Functioning Skills, Inhibitory Control, Time Management and more.
- **Academic Connections:** Creative Writing, Cross-Curricular Approach, Differentiated Instruction, Informational Text, Math Skills, Writing Across the Curriculum and more.

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

SET Mini Round is a quicker, easier version of the original award-winning game that comes in a fun 2-inch tin. The goal is to find the most *SETs*. A *SET* is 3 cards that are either *all the same* OR *all different* in each individual feature. There are three features in the Mini Round version: **color** (red, green or purple), **shape** (oval, diamond or squiggle) and **number** (1, 2 or 3). There are no turns and no luck, the first student to see a *SET* from the 12 cards on the table says “*SET!*” and takes the *SET* from the table. The dealer replaces the 3 cards and play continues. The student with the most *SETs* at the end of the game wins! SET is a game of fast-thinking fun! Take it with you anywhere and turn “wait time” into game time!

## Game Facts

- Age: 6 to adult
- Players: 1 or more
- Time: 10 minutes
- Includes: 27 round cards and instructions