

Five Crowns® Junior Occupational Therapy Game Description

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

Five Crowns Junior Strengthens:

- **Cognitive Development:** Analytical Skills, Attention, Cognitive Flexibility, Organization, Planning, Strategy, Working Memory, Logical Reasoning
- **Visual Perception:** Form Constancy
- **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 Vocal Volumes and Words, Coping with Losing and Proper Winning Behavior
- **Emotional Development:** Confidence, Intrinsic Motivation, Mood Enhancement, Self-Esteem

Everyone treasures Five Crowns Junior!

Five Crowns Junior is a simplified rummy-style game. Match all five cards by color or number to win a treasure chip! After one player goes out, each player gets one last chance to match what they can. Any unmatched cards earn Robby chips — but beware Robby the packrat wants to steal the treasure, so try to match all five cards! The player with the most treasure chips at the end of the fifth round wins! Five Crowns Junior is much more than an average junior game — this timeless favorite fosters learning and fun for everyone!

Game Facts

- Age: 5 to adult
- Players: 2-6
- Time: 30 minutes
- Contents: 50 cards, 5 extra large wild cards, 84 point chips and instructions