

Five Crowns® Junior Educational 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 Skills:** Analytical Skills, Cognitive Flexibility, Cognitive Processing Speed, Critical Thinking, Left Brain – Right Brain Connectivity, Logic & Reasoning, Multiple Intelligences, Pattern Recognition and more.
- **Interpersonal Skills:** Complex Communication, Cooperative Learning, Social Learning and more.
- **Intrapersonal Skills:** Adaptability, Emotional Skills, Executive Functioning Skills and more.
- **Physical Development Skills:** Bilateral Coordination and Fine Motor Skills
- **Academic Connections:** Differentiated Instruction, Hidden Curriculum, Informational Text, Math Skills and more.

Everyone treasures Five Crowns Junior!

Five Crowns Junior is a kids-style rummy game. Match all five cards in your hand 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 your treasure, so try your best to match all five of your cards! The player with the most treasure chips at the end of the fifth round wins! Five Crowns Junior is much more than your average children’s 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