

Karma® Mini Round® Occupational Therapy Game Description

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

Karma Mini Round Strengthens:

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

Award-winning Karma game now comes in a mini!

America’s favorite infectious fun game now comes in a mini 2-inch tin! Karma Mini Round is perfect for those in-between moments or when your clients need a post-therapy reward. This grab-and-go version allows for a quick 15 minute game with 2-4 players! Race to get rid of all your cards by playing a card of equal or higher value. Use your Karma Cards to avoid picking up the discard pile. In this game there are multiple winners. You never really know who’s going to lose until the very last card! The dramatic ending calls for an instant rematch. Karma Mini Round is perfect for the on-the-go therapist. 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: 40 round cards and instructions