

# Five Crowns® Junior Skill Connections

## For

### Occupational Therapy and Speech-Language Pathology

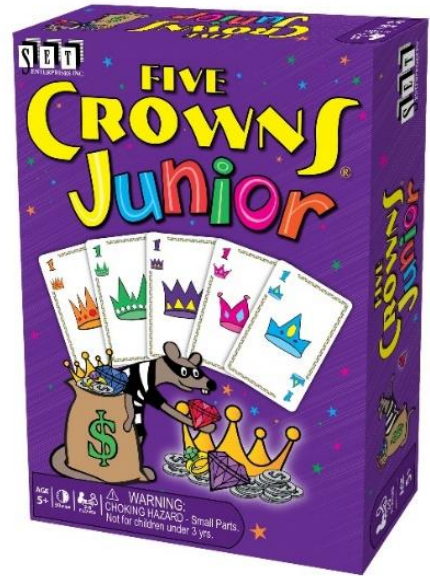
Five Crowns Junior is a game primarily played for fun and entertainment. The fact that it teaches, strengthens and exercises an abundance of skills makes it one of the best possible tools for your classroom. Because it is fundamentally a game people enjoy, Five Crowns Junior inspires an intrinsic motivation and desire to “play.” The repetition of playing again and again reinforces the skills that lead to success.

#### Skills Five Crowns Junior Strengthens

- Cognitive Development
- Visual Perception
- Physical Development
- Social Development
- Emotional Development

**Ages:** 6 to adult

**Players:** 1 or more



#### About 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!

#### How Five Crowns Junior Develops Skills

##### **Cognitive Development:**

- **Analytical Skills & Critical Thinking:** During the game, players continually analyze and evaluate their cards to conceptualize the best possible matching combinations. They also analyze the advantages and disadvantages of picking up a known or unknown card.
- **Attention:** When playing Five Crowns Junior, players are focused on their cards, trying to make matches by color or number, even when it’s not their turn. Because the wild cards change each round, players must pay extra attention to what is wild each round.
- **Cognitive Flexibility:** Because players draw a new card at the beginning of each turn they must process the new stimuli and adjust their strategy. Each new card brings an opportunity to change their strategy and rearrange their cards. Cognitive flexibility and creative thinking are continually reinforced throughout the game because players rearrange and reevaluate their matching choices in response to the new card each turn.
- **Executive Functioning:** Players consistently exercise many of the executive function decision-making processes: planning, organizing, strategizing, and working memory.
  - **Organization & Planning:** Players organize and plan each round, but players also need to be open to reorganizing and changing plans. For example, a player may decide to organize their hand by color if they’re collecting cards that are all green, but if they begin to notice that they have four cards that are the number 3, the player may change plans and begin to organize their hand numerically instead. The best Five Crowns Junior players constantly make new plans for their cards, analyzing which cards are best to keep and which are best to discard each turn.
  - **Strategy:** Each round, a player may strategize based on what cards are being picked up or discarded by other players. For example, if a player notices that another player has been picking up blue cards — that player may decide to keep their blue cards for a longer period of time rather than discarding them, which deters the other player from going out.
  - **Working Memory:** Players need to remember the rules and goal of the game as well as recall previously used strategies so they can use them again.

- **Logical Reasoning:** Players use logical reasoning throughout the game. For example, if a player is unable to match all 5 cards in their hand the way they had planned because another player goes out, that player might rationalize that their best option is to reorganize their hand in order to receive the least number of Robby chips possible.

### Visual Perception:

- **Visual Perception:** Players build their abilities to see, interpret and analyze the jumble of numbers and colors they are dealt. Continually developing the visual information into 5 matching cards.
  - **Form Constancy:** Players exercise this ability each time they use the current wild card in order to go out. For instance, a player has four blue cards and a green card with stars on it — the player notices that according to the large wild card indicator, green star cards are wild, and therefore the green card is the same as having another blue card, regardless of being different in color — which matches all 5 cards and allows the player to go out.

### Physical Development:

- **Bilateral Coordination:** Playing Five Crowns Junior enhances bilateral coordination and provides opportunities to strengthen individual skills like symmetrical integration, asymmetrical integration and crossing the midline.
  - **Symmetrical Integration:** Shuffling the cards using the *riffle* technique where half of the deck is held in each hand with thumbs inward, the cards are released by the thumbs so that they fall to the table interleaved. This type of shuffling and using both hands to hold all the cards requires symmetrical integration.
  - **Asymmetrical Integration:** There are many opportunities for asymmetrical integration while playing Five Crowns Junior: holding the deck with one hand while dealing with the other, holding cards in one hand while flipping over the large wild card indicator, holding point chips with one hand and distributing them with the other, holding cards in one hand and using the other hand to draw, organize and discard.
  - **Crossing the Midline:** Have players hold their cards on one side of their body and lay down their matches one card at a time on the other side. Requiring players to draw and discard with the hand farthest away from the draw and discard pile requires them to reach across their body and reinforces crossing the midline.
- **Fine Motor Skills:** Playing Five Crowns Junior helps strengthen *in-hand manipulation*, *hand arches*, *pincer grasp* and increases overall *dexterity* and *motor planning*. Shuffling the cards, dealing cards to each player, flipping over the top card to begin the game, flipping over the wild card indicator, picking up and distributing point chips, picking up and discarding each turn, and holding a fan of cards all build, strengthen and refine these skills.

### Social Development:

- **Social Skills:** Playing Five Crowns Junior provides multiple opportunities for learning and exercising proper social skills such as: *verbal and non-verbal communication*, *following instructions*, *taking turns*, *sharing*, *self-control*, *coping with losing* and *proper behavior when winning*.

### Emotional Development:

- **Confidence:** Each time a player puts down a match, his or her confidence grows. As players play Five Crowns Junior their cognitive, physical, social and emotional skills continually develop, increasing their overall self-confidence. This increase in confidence shows while playing the game and extends to all other areas of life.
- **Intrinsic Motivation:** Playing Five Crowns Junior is enjoyable so players are intrinsically motivated to play again and again. This repetition is key to developing skills. The intrinsic motivation to win triggers players' desires to keep developing the skills that Five Crowns Junior exercises.
- **Mood Enhancement:** Five Crowns Junior offers players a way to improve or maintain essential skills in a fun and positive way. The enjoyment of playing and the feeling of success every time a player goes out first naturally enhances moods. It's purposeful play that impacts each player's environment and mindset in a very positive way.
- **Self-Esteem:** Playing Five Crowns Junior increases players' skills and abilities, which builds their confidence, improving their overall self-esteem. A strong, positive self-esteem directly relates to players'

abilities to think and cope with challenges throughout their lives. It is the foundation of success and happiness.