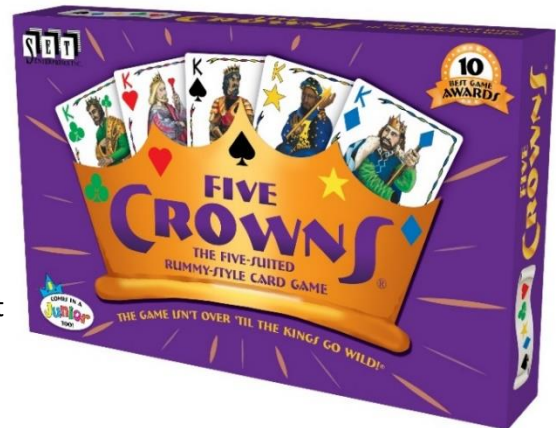


# Five Crowns® Skill Connections

## For

### Occupational Therapy and Speech-Language Pathology

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



### Five Crowns Strengthens

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

Ages: 8 to adult  
Players: 1 to 7

### About Five Crowns

Five Crowns is a five-suited rummy-style card game. Five Crowns features a unique double deck that contains 5 suits: spades, clubs, hearts, diamonds and stars. This special deck makes it easier to arrange the entire hand into books and runs. The rotating wild card keeps players on their toes! The game begins with 3 cards and 3s are wild, the next round has 4 cards and 4s are wild and so on 'til the Kings go Wild! Make the right combinations, be the first to go out, then watch players scramble as they get one last chance to cut their losses! Five Crowns is loved by everyone, easy to play anywhere and a game that everyone wants to play again and again!

### How Five Crowns Develops Skills

#### **Cognitive Development:**

- **Analytical Skills & Critical Thinking:** During the game, players continually analyze and evaluate their cards to conceptualize the best possible book and run combinations they can make. They also analyze the advantages and disadvantages of picking up a known or unknown card and discarding or keeping a high value card.
- **Attention:** When playing Five Crowns, players are extremely focused on their cards, trying to make books and runs, even when it's not their turn. Players also pay extra attention to what round it is so that they don't miss out on what card is wild for that round. Each turn repeats this practice, which is crucial for attention development.
- **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 books and runs. Cognitive flexibility and creative thinking are continually reinforced throughout the game because players rearrange and reevaluate their book and run choices in response to the new card each turn.
- **Executive Functioning:** Players consistently exercise many of the executive function decision-making processes: planning, strategizing, organizing and working memory.
  - **Organization & Planning:** Players organize and plan each round, but players also need to be open to reorganizing and changing plans. Players decide how to organize their hands (numerically, by book and/or runs, etc.). Some players always use the same organization method while others might change mid-round depending on the cards in their hand. The best Five Crowns 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 Kings — that player may decide to keep their Kings 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 make a book or run in 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 lowest score possible.
- **Problem Solving Skills:** Each round players make decisions about how to best utilize their cards to make books and runs. Players compare, contrast, evaluate and select their best options in order to win. For example, a player uses problem solving skills each time the player needs to pick up a card from either the discard pile or draw pile. The player needs to make a decision based on the player's current situation in order to pick the best option and win.

### Visual Perception:

- **Visual Perception:** Players build their abilities to see, interpret and analyze the jumble of numbers they are dealt. Continually developing the visual information into books and runs.
  - **Form Constancy:** Players exercise this ability each time they use the current wild card to complete a book. For instance, in round one a player has two 10s and a 3 — the player notices that the 3 is wild that round and therefore the 3 is the same as having a 10, regardless of being different in number and suit — which completes the book and allows the player to go out.
  - **Visual Sequential Memory:** Players practice their visual sequential memory each time they remember the sequence of numbers or values to make a run. For example, 2, 3 and 4 or Jack, Queen and King.

### Physical Development:

- **Bilateral Coordination:** Playing Five Crowns 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 in the later rounds of the game requires symmetrical integration.
  - **Asymmetrical Integration:** There are many opportunities for asymmetrical integration while playing Five Crowns: holding the deck with one hand while dealing 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 books and runs 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 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, 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 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 book or run, his or her confidence grows. As players continue to play Five Crowns 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 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 exercises.
- **Mood Enhancement:** Five Crowns offers kids and adults 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 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.