

# Five Crowns® Educational Game Description

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 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.
- **Academic Connections:** Differentiated Instruction, Hidden Curriculum, Informational Text, Math Skills and more.

## The game isn't over 'til the Kings go Wild!®

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 for players to arrange their 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 educational, loved by everyone and a game that your student will want to play again and again.

## Game Facts

- Age: 8 to adult
- Players: 1-7
- Time: 45 minutes
- Contents: 116 cards and instructions for solitaire and group play