

Karma® Educational 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 Strengthens

- **Cognitive Skills:** Analytical Skills, Cognitive Flexibility, Critical Thinking, Higher-Order Thinking, Logic & Reasoning, Problem Solving and more.
- **Interpersonal Skills:** Collaborative Learning, Peer Assessment, Social Skills and more.
- **Intrapersonal Skills:** Emotional Skills, Executive Functioning Skills, Self-Assessment and more.
- **Physical Development:** Bilateral Coordination and Fine Motor Skills.
- **Academic Connections:** Differentiated Instruction, Games-Based Learning, Math Skills and more.

Whose side is Karma on this time?

Karma is playfully competitive and infectiously fun! 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. There are four types of Karma Cards — Five or Below, Give the Pile to a Friend, Bottoms Up and Play a Table Card — you play them like wild cards, but be sure to use them wisely because in this game...What Goes Around...Comes Around!® In Karma, there are multiple winners. But, you never really know who's going to lose until the very last card. The dramatic ending calls for an instant rematch! Have a large class? Combine two games and play with up to 12 people!

Game Facts

- Age: 8 to adult
- Players: 2-6
- Combine two games and play with up to 12 players!
- Time: 35 minutes
- Contents: 60 cards and instructions