

Karma® 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 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

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. You never really know who’s going to lose until the very last card. The dramatic ending calls for an instant rematch! Doing a large group activity? 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