

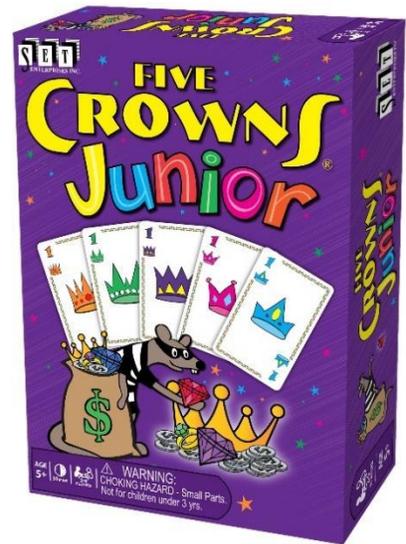
Five Crowns Junior Skill Connections for Teachers

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.

Five Crowns Junior Strengthen

- **Cognitive Skills**
- **Interpersonal Skills**
- **Intrapersonal Skills**
- **Physical Development Skills**
- **Academic Connections**

Ages: 5+
Players: 2 to 6



About Five Crowns Junior

Five Crowns Junior is a kids-style rummy game. Match all five cards in your hand 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 your treasure, so try your best to match all five of your cards! The player with the most treasure chips at the end of the fifth-round wins! Five Crowns Junior is much more than your average children’s game—this timeless favorite fosters learning and fun for everyone!

How Five Crowns Junior Strengthens Skills:

Cognitive Development

- **Analytical Skills:** Players need to continually analyze the cards in their hand, plus the discard pile, as well as keep track of the wild card for that round in order to match all five cards in their hand. If you are the first to match all five cards, you can go out and earn a treasure chip. Any unmatched cards earn other players a Robby chip. The person with the most treasure chips at the end of the fifth round is the winner
- **Attention:** To win, players must use *divided attention*. Not only do players have to focus on what to collect in order to match all five cards in their hand, but they must also must focus on what opponents may be picking up or discarding, the ever-changing options of the discard pile and which card is wild for that round. Five Crowns Junior is a great activity to strengthen and develop this skill that is invaluable in the cognitive learning process.
- **Cognitive Flexibility or Flexible Thinking:** Staying flexible in Five Crowns Junior is a must. Players must keep their options open as they take turns playing. Your opponent may pick up a card that you need, or you may see another player discard a card that you needed. Players exercise cognitive flexibility when they shift how they’re going to match their cards in order to go out. Being able to make this shift helps players become flexible thinkers. Players must look at their cards in multiple ways to see all the possibilities and be open to change.
- **Cognitive Processing Speed:** Five Crowns Junior is a relatively fast-paced game. Players will practice repeatedly the process of reflecting on their hand and the options before them and then determining the most efficient move in order to match all their cards first. A measure of cognitive proficiency involves the ability to automatically and fluently perform relatively easy or over-learned cognitive tasks.

- **Creative Thinking:** With each round in Five Crowns Junior, the wild cards change. There are five large wild cards. After five cards are dealt to each player and the top card of the draw pile is flipped to start the discard pile, the dealer also flips over the top card from the wild card pile. All cards that match in color and stars become wild for that round. With each new round, there is a new wild card to look for. These changing rounds force players to think in new ways and find non-obvious solutions for each new round.
- **Critical Thinking:** During Five Crowns Junior, players must identify and predict potential matches in their hand. They must use and analyze all cards they are dealt in that round. And lastly, players must compare the options in their hand to what has been discarded or collected by other players in order to create their matches and go out.
- **Left Brain – Right Brain Connectivity:** Cross-connectivity between both hemispheres of the brain is important in brain development. Five Crowns Junior requires players to use the left side of their brain to recall cards that have been played, sequence the cards in their hands and to retrieve prior knowledge needed to be successful at the new task. Five Crowns Junior requires players to use the right side of their brain to process the imagery of color and stars on the cards, to predict what cards may be played or drawn and to allow all the actions to occur simultaneously. Physically, whether the player is left-handed or right-handed, the act of holding the cards in one hand while drawing or discarding with the other hand requires the use of both hemispheres in the brain.
- **Logic & Reasoning:** The goal of Five Crowns Junior is to be the player with the most treasure chips at the end of the fifth round by matching all five cards in your hand by either color or number. Players must use their inductive skills as they watch what is taken from the discard pile and infer what opponents may be holding or collecting in their hands to conclude what options are open to them and how close an opponent may be to going out.
- **Memory:** Five Crowns Junior requires players to use their working memory to apply the concept matching all five cards by color or number as well as the use of any wild cards as they build them in their hand. Their long-term memory will assist them in many ways, one of which is recognizing the colors, numbers and designs used on the five different suits in this game.
- **Metacognition:** An excellent activity for kids after playing Five Crowns Junior is to reflect on their strategy step-by-step as they play. Learners who engage in metacognitive thinking can monitor and regulate their learning and, as a result, assume greater responsibility for their learning progress.
- **Multiple Intelligences:** Five Crowns Junior is a hands-on, group play, kids-style rummy game which allows players to strategize and win using multiple learning styles. The logical-mathematical learner enjoys looking for runs and books, while the bodily-kinesthetic learner enjoys being hands-on, and the interpersonal learner loves the social aspect of the game, which conversely is good experience for the intrapersonal learner.
- **Non-Routine Problem Solving:** To win in Five Crowns Junior, players must match all their cards either by number or by color in order to go out and win a treasure chip. Because cards are randomly dealt, and options are changing often during play, the cards a player should collect aren't always obvious and may require players to keep options open in order to find matches in multiple ways.
- **Pattern Recognition:** Five Crowns Junior requires players to connect previously learned information about colors, numbers and symbols in order to match cards in their hand, so they can go out. In order to go out, players must draw a card from the discard or draw pile, lay down their matched hand and then discard one card. Without prior knowledge of colors, numbers and symbols, players wouldn't be able to identify wild cards and make matches with the cards in order to exit the round. Five Crowns Junior is an excellent supplemental activity that reinforces these lessons in early childhood development.
- **Problem-Solving:** Players of Five Crowns Junior must use their analytical and creative skills to determine how to best utilize their cards each round. Players must organize, compare, contrast, evaluate and select their best options to win.

- **Reflection:** During Five Crowns Junior, players constantly review options and choices they made during the round. As players watch a card they were waiting for be discarded or picked up by an opponent, and they know they won't be able to get it themselves on their turn, they reflect on the choices they made and how they can improve their hand in order to match all their cards and go out. Reflection on any process is key to developing strong critical thinking skills.
- **Strategizing:** Each round, players must decide how to best use their cards in order to avoid receiving Robby chips for any unmatched cards. There are multiple ways to play your cards, and each player must always keep the wild card in mind.

Interpersonal Development (Social Skills)

- **Complex Communication:** Five Crowns Junior is a social game, and players will practice interacting effectively with each other, as well as resolving any conflicts that may arise during competitive play.
- **Cooperative Learning:** You can emphasize cooperative learning with this scenario: Once a player goes out in Five Crowns Junior, every other player gets one more turn to create the best hand they can. Players can help each other to make the best matches possible in order to receive the fewest Robby chips. Remember, it's the person with the most treasure chips at the end of the fifth round that wins the game.
- **Social Learning:** Five Crowns Junior is a fun and interactive game which gives extroverted and introverted players a chance to be social in a structured situation. During the game players will learn social behavior by observing others' behavior, attitudes and outcomes of those behaviors. These behaviors are modeled repeatedly during play, which requires players attention, retention, reproduction and motivation, all part of Social Learning Theory.
- **Social Skills:** Five Crowns Junior is so much fun, players won't even realize the social skills they are using to interact with each other, both verbally and non-verbally, through gestures, body language and personal appearance. Players learn to listen to others, follow the rules, ignore distractions, take turns, stay calm during play, get along with others, and be responsible for their behavior.
- **Teamwork:** Five Crowns Junior is for ages five and up. Even though it is an easy game to learn, sometimes when younger players are learning, it is helpful to play as teams until players can play on their own. This manner of introduction gives young players confidence in the rules of play so that they can play successfully by themselves in the future.

Intrapersonal Development (Personal and Emotional Growth)

- **Adaptability:** During Five Crowns Junior players are faced with many uncertain situations as they try to determine the correct strategy in order to win. This important construct requires adaptability, particularly for adolescents who frequently face changeable experiences. Learning how to cope when faced with change and emotionally regulate during change is a key skill to future success.
- **Emotional Skills:** Each time a player matches all of their cards, his or her **confidence** grows. As players repeatedly play Five Crowns Junior, their cognitive, physical, social and emotional skills continually develop increasing their overall self-confidence. Over time, each player's ability to match their cards and keep track of wildcards with each round increases dramatically. Excelling at something that was once difficult reinforces a **growth mindset**. Playing Five Crowns Junior is fun, so players are **intrinsically motivated** to play again and again. This desire is reinforced in Five Crowns Junior by the treasure chips they win for each match made. This repetition is key to developing skills. Each time a player "goes out" first, he or she feels a sense of accomplishment, which creates an urge to win more rounds and, ultimately, the game. The enjoyment of playing and the feeling of success every time a hand is played successfully, or a round is won is found to naturally **enhance moods**. It's purposeful play that impacts each player's environment and **mindset** in a very positive way. Playing Five Crowns Junior increases a players' skills and abilities, which builds their confidence and improves their overall **self-esteem** and **self-efficacy**.

- **Executive Functioning:** Five Crowns Junior is a great way for players to hone their executive functioning skills. Players must remain **flexible** in their choices. They need to watch opponents and use what **insight** they have of them to determine their strategy. They need to use **sequencing** to break down game play as well as match the cards in their hand. They must try to **anticipate** the cards that may be played or drawn. Players must use their **problem-solving skills** in order to **make the best decisions** possible.
- **Inhibitory Control:** This game can get competitive and players will have to stay focused and ignore distractions. Practicing this skill helps kids regulate their emotions and keep them from acting impulsively.
- **Emotional Learning:** Five Crowns Junior is a fun, social game you will want to play again and again. During interactions with other players, kids are able to learn how to manage their feelings and manage relationships with others. The structure of the game provides a safe opportunity for the acquisition of knowledge, skills and attitudes that learners need to create positive relationships.

Physical Development:

- **Bilateral Coordination:** Five Crowns Junior helps with symmetrical and asymmetrical integration as well as crossing the midline.
 - **Symmetrical Integration:** Using both hands to hold the cards requires symmetrical integration.
 - **Asymmetrical Integration:** There are many opportunities for asymmetrical integration while playing Five Crowns Junior: holding the cards in one hand while placing a card on the discard pile with the other hand, and holding cards with one hand while picking up a card with the other.
 - **Crossing the Midline:** Five Crowns Junior constantly makes players practice this skill. Players must cross their hand in front of themselves in order to place their card down or to pick up a card.
- **Fine Motor Skills:** Playing Five Crowns Junior helps strengthen **finger isolation**, **in-hand manipulation**, **pincer grasp** and increases overall **dexterity** and **motor planning**. These skills are consistently used when mixing (or shuffling) the cards, dealing the cards, drawing a new card, placing cards down, and picking up point chips.

Academic Connections:

- **Differentiated Instruction:** Five Crowns Junior is a great way to personalize learning based on the individual needs of each player. To supplement lessons on pattern recognition or any of the other skills mentioned above, allow students to have Five Crowns Junior as a choice in order to reinforce that skill.
- **Hidden Curriculum:** While players are having fun playing Five Crowns Junior, they won't even realize the social, behavioral and cultural lessons they are learning through group play.
- **Informational Text:** Use our Five Crowns Junior instructions to fulfill the Common Core requirement with lower age groups. Students can read, annotate, jigsaw, comprehend, discuss, and teach each other how to play Five Crowns Junior. The assessment is built in when you see which players understand the rules and can successfully play Five Crowns Junior.
- **Instructional Scaffolding:** Five Crowns Junior would be an excellent component of any lessons during the early years of the preoperational stage that involve numbers, colors and matching skills.
- **Math Skills:** During each round, players review numbers and use that knowledge to help them decide which cards they are going to get rid of or add to their hand. Even young players try to determine to some degree the probability of receiving a card that they're looking for. At the end of each round, players must count how many matches they made in order to receive treasure chips and how many cards they didn't match in order to receive Robby chips. At the end of five rounds, all players must count up their treasure chips and the player with the most at that point, wins the game.

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