

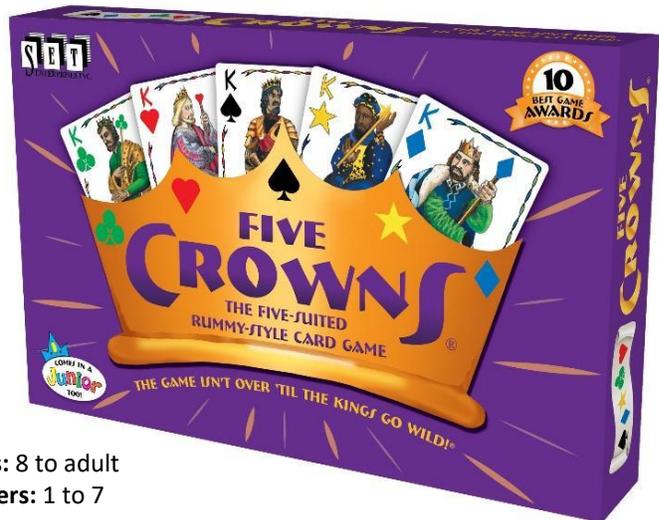
Five Crowns Skill Connections for Teachers

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**
- **Interpersonal Skills**
- **Intrapersonal Skills**
- **Academic Connections**

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 five suits: spades, clubs, hearts, diamonds, and stars. This special deck makes it easier to arrange your entire hand into books and runs. The rotating wild card keeps players on their toes! The game begins with three cards, and the 3's are wild, the next round has four cards, and 4's 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 you'll want to play again and again.

How Five Crowns Strengthens Skills:

Cognitive Development

- **Analytical Skills:** Players must continually analyze the cards in their hand as well as the top card on the discard pile versus the unknown card from the draw pile to create books and runs. If you are the first to make books or runs using all the cards in your hand, you can go out and earn zero points for that round. But remember the lowest score after 11 rounds is the winner.
- **Attention:** To win, players must use *divided attention*. Not only do players have to focus on what to collect for books and runs in their own hand; but they must also focus on what opponents may be picking up and discarding. The ever-changing options of the discard pile and the unknown of the draw pile. Five Crowns 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 this game is a must. Players must keep their books and run 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 need. Players exercise cognitive flexibility when they shift how they're going to combine 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 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 collect their books and runs 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 the number of cards dealt to each player and the wild cards change. For the first round there are three cards dealt and 3's and Jokers are wild. For the second round, there are four cards dealt and 4's and Jokers are wild. This pattern is repeated until the eleventh round when there are eleven cards dealt and the King's go Wild. These changing rounds force players to think in new ways and look for books and runs from a different perspective and find non-obvious solutions for each new round.
- **Critical Thinking:** During the game players must identify and predict potential books and runs 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 books and runs and go out.
- **Left Brain – Right Brain Connectivity:** Cross connectivity between both hemispheres of the brain is important in brain development. Five Crowns 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. Players are required to use the right side of their brain to process the imagery and shapes 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. This is excellent for brain development or rehabilitation.
- **Logic & Reasoning:** The goal of Five Crowns is to be the player with the lowest score at the end of the 11th round by making your entire hand into books and runs. 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 requires players to use their working memory to apply the concept of *books* (three or more cards of the same value regardless of suit) and *runs* (a sequence of three or more consecutive cards of the same suit) as they build them in their hand. Their long-term memory will assist them in many ways, one of which is recognizing the five different suits in this rummy game – stars, hearts, clubs, spades and diamonds.
- **Metacognition:** An excellent activity for kids after playing Five Crowns is to reflect on their strategy step by step as they played. Learners who engage in metacognitive thinking can monitor and regulate their learning and as a result assume greater responsibility for their progress.
- **Multiple Intelligences:** This rummy style, five-suited, hands-on, group play game 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. Because each player is in charge of their own hand and their own success, this makes your intrapersonal learner feel comfortable.
- **Non-routine Problem Solving:** To win in Five Crowns, players must use all their cards to create books or runs that are a minimum of three cards each. Because cards are randomly dealt, and options are changing often during play, the books and runs players collect aren't always obvious from the start. For example, if a player is holding a 7 of stars, a 7 of hearts and a 9 of hearts, then keeping their options open for either another 7 or an 8 of hearts is a good idea. This requires players to keep their options open to finding books and runs in multiple ways.
- **Pattern Recognition:** Five Crowns requires players to connect previously learned information about colors, numbers and symbols in order to create the necessary books or runs in their hand before they go out. In order to go out, players must draw a card from the discard or draw pile, lay down their books or runs and then discard one card. Without prior knowledge of colors, numbers and symbols players wouldn't be able to create the necessary books or runs to exit the round.
- **Problem-Solving:** Players 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, players are constantly reviewing options and choices they made during the round. As players watch a card they needed be discarded or picked up by an opponent on their turn and they know they won't be able to get it themselves, they reflect on the choices they made and how they can improve their hand to win.
- **Strategizing:** Each round, players must decide how to best use their cards in order to receive the lowest score. There are multiple ways to play your cards, and each player must always keep the ever-changing wild card in mind.

Interpersonal Development (Social Skills)

- **Complex Communication:** Five Crowns 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, every other player gets one more turn to create the best hand they can. Players can help each other to make the best combinations of cards in order to receive the lowest score possible. Remember it's the lowest score at the end of eleven rounds that wins the game.
- **Social Learning:** Five Crowns 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 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 is for ages 8 to 99. 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, The Five-Suited rummy-Style Card Game, 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 and learning how to cope with them and emotionally regulate during them is a key skill to future success.
- **Emotional Learning:** Five Crowns 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 an opportunity for the acquisition of knowledge, skills and attitudes that learners need to create positive relationships.
- **Emotional Skills:** Each time a player makes a book or run, his or her **confidence** grows. As players repeatedly play Five Crowns their cognitive, physical, social and emotional skills continually develop increasing their overall self-confidence. Over time, each player's ability to compose books and runs and keep track of changing hands and wild cards with each round increases dramatically. Excelling at something that was once difficult reinforces a **growth mindset**. Playing Five Crowns is fun, so players are **intrinsically motivated** to play again and again; 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 increases a players' skills and abilities, which builds their confidence and improves their overall **self-esteem** and **self-efficacy**.

- **Executive Functioning:** Five Crowns 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 create books and runs. 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, players will have to stay focused and ignore distractions. Practicing this skill helps kids regulate their emotions and keep them from acting impulsively.

Academic Connections:

- **Creative Writing:** Five Crowns has the most unique artwork on all its cards. Have students write a fictitious story about a royal court or the “House of Cards”.
- **Cross-Curricular Approach:** Five Crowns is a five-suited rummy game with some very unique artwork. Also, games are strategy and competition. To support world history lessons, use Five Crowns to supplement lessons on the struggle of kingdoms during the Middle Ages or another era.
- **Differentiated Instruction:** Five Crowns 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 as a choice in order to reinforce that skill.
- **Hidden Curriculum:** While players are having fun playing Five Crowns, they won’t even realize the social, behavioral and cultural lessons they are learning by group play.
- **Informational Text:** Use our Five Crowns 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. The assessment is built in when you see which players understand the rules and can successfully play Five Crowns.
- **Math Skills:** During each round, players use math to help them decide which cards they are going to get rid of or add to their hand. Players will naturally try to determine the probability of receiving a card that they’re looking for. Throughout the game, players will add up the point values of any unusable cards in their hand in order to determine which cards they need to get rid of as soon as possible. Remember, the lowest points at the end of all rounds wins.

Sharing is Caring:

Check out the Teachers’ Corner at setgame.com for more ideas of how to use our games in your classroom. Have an idea you would like to share? Please email us your ideas, worksheets, and ways to play and we will add them to the Teachers’ Corner.