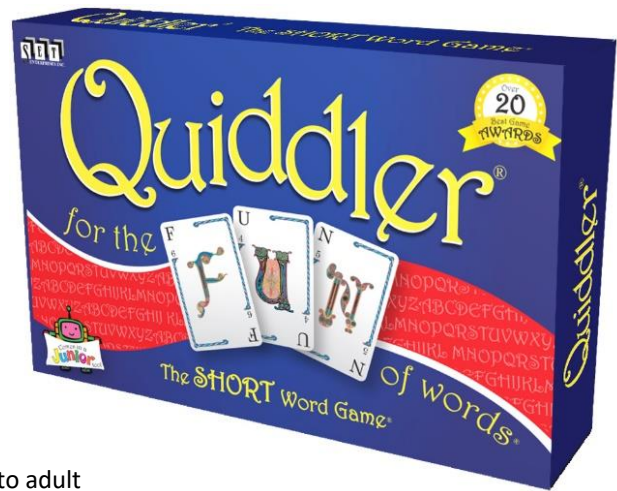


## Quiddler Skill Connections for Teachers

Quiddler 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, Quiddler inspires an intrinsic motivation and desire to “play.” The repetition of playing again and again reinforces the skills that lead to success.



### Quiddler Strengthens

- Cognitive Skills
- Interpersonal Skills
- Intrapersonal Skills
- Academic Connections

Ages: 8 to adult

Players: 1 to 8

### About Quiddler

Quiddler, The SHORT Word Game, is easy to learn and loads of fun! Each card in the game contains one or two letters and a point value. The goal is to have the highest score at the end of eight rounds. The number of cards dealt each round increases, upping the challenge. Each round, the first player to arrange all his or her cards into one or more words goes out. Then all other players get one more turn to play their best words. Players can use a dictionary when it's not their turn, which encourages them to use their harder-to-play-but-higher-point letters. Each round, there are two bonuses — one for the most words and one for the longest word. These bonuses allow for early readers and wordsmiths alike to win!

### How Quiddler Develops Skills

#### **Cognitive Development:**

- **Analytical Skills:** During the game, players continually analyze and evaluate their cards to find the best possible word combinations. They also analyze the advantages and disadvantages of:
  - drawing an unknown letter from the top of the deck or picking up a known letter from the discard pile,
  - going out quickly or trying to build higher-point words,
  - discarding or keeping a high value but hard to use letter.

Players continually analyze and make these types of decisions throughout the game.

- **Attention:** When playing Quiddler, players are continually focused on their cards, trying to make their best word(s). When it is not their turn, they also search in the dictionary to find new words with the letters they have. This practice is repeated during every game, which is crucial for attention development.
- **Cognitive Flexibility or Flexible Thinking:** Because players draw a new card at the beginning of each turn, they must process the new stimuli and adjust their strategy. Each new card brings an opportunity to rearrange letters, change strategy and come up with more word choices. Cognitive flexibility and creative thinking are continually reinforced throughout the game because players must rearrange and reevaluate word choices in response to the new card each turn.
- **Cognitive Processing Speed:** Quiddler is fun and educational! Players exercise many cognitive skills during the game. They have so much fun that they want to play again and again. This repetitive process exposes players to these cognitive skills over and over. This repetition strengthens these skills and increases processing speeds.

- **Creative Thinking:** With Quiddler's special double letter cards – QU, IN, ER, TH and CL (which were chosen as they commonly occur at the beginning, middle and end of words) – players are given a new perspective on how to build words. These special two-letter cards create non-obvious patterns that can only be utilized by looking at word creation from a different perspective.
- **Critical Thinking:** In Quiddler, your hand increases with each round, from three cards in your first round to ten cards in your eighth-round. Players must creatively sort their cards, evaluate new cards that are drawn, use their existing vocabulary knowledge and logically create words that will give them the greatest point value, because in Quiddler the highest score wins after eight rounds.
- **Higher Order Thinking Skills:** Quiddler requires players to use their higher order thinking skills. Players must analyze different sized hands they are dealt each round. They must then evaluate these against cards they draw. The goal is to create words that will give players the highest points possible. These point values for letters vary and can be found on each card. The letters in the game are from A to Z and there are special double letters as well. All of this must be analyzed, evaluated, and then combined to create the best word possible keeping the bonus points in mind.
- **Left Brain – Right Brain Connectivity:** The visual imagery of the Celtic lettering on each card draws in the right brain, which allows the simultaneous action of the left brain to recognize patterns and create the words. Additionally, right-handed or left-handed, opposite sides of the brain control opposite sides of the body. So, a player may hold the cards in one hand and draw or lay down cards with the other hand. These processes allow the brain to exercise its cross-connectivity.
- **Logic & Reasoning:** In Quiddler, at the end of each player's turn, the player must discard one card. A strategy for this game is to observe your opponent so you can deductively reason what cards they may need in order to complete their words. If you happen to possess one of those cards, you can hold it back until your last discard before going out.
- **Memory:** Quiddler requires you to analyze the letters and letter combinations on different cards in order to create high-point value words. This requires your working memory to process the cards you are looking at and bring forth vocabulary knowledge from your long-term memory in order to make those words. Strong memory skills allow kids to successfully follow multi-step directions, process and retain information easier, and to recall that information effortlessly when necessary.
- **Metacognition:** A wonderful activity to do with players after playing is to ask them to write out their thinking process step-by-step that they took during the game. Metacognition allows learners to monitor and regulate their learning, and, as a result, assume greater responsibility for their learning progress.
- **Multiple Intelligences:** Quiddler is a great activity for multiple learning styles. This hands-on game allows bodily-kinesthetic learners to be active during play. Quiddler is a wonderfully social game, which the interpersonal learner finds invigorating. Each player is in charge of his or her own hand and his or her own success, which makes the intrapersonal learner feel comfortable. Verbal-linguistic learners enjoy the wordplay as well as the challenge of finding short words. The logical-mathematical learner will enjoy the strategy of game play as well as calculating the potential point values as they find different words in their hand. Quiddler is a must for any classroom!
- **Non-Routine Problem Solving:** Potential words in your hand aren't always obvious. Before the game starts, players decide if they will use a dictionary and which dictionary that will be -- we suggest [The Quiddler SHORT Word Dictionary](#). Players cannot use proper nouns, prefixes, suffixes, abbreviated, or hyphenated words. All words must use at least two cards, and the dictionary can't be used when it is your turn. This creates a complex problem that will require some degree of creativity to solve.
- **Pattern Recognition:** Quiddler requires players to arrange all the cards in their hand into allowable words with one card remaining before going out. In order to do this, cognitive processes must take place that allow the player to match letters into known word patterns that they recall from their long-term memory. This process during the game is repeated over and over, strengthening this skill.

- **Problem Solving:** There are bonus points in Quiddler. The player with the most words per hand and the player with the longest word per hand, each receive 10 additional points. Or these bonuses can be used to cancel the bonus of another player. If two players tie for either bonus, no bonus is awarded. To obtain these bonuses, players must utilize their analytical skills while evaluating their cards to find creative word solutions.
- **Reading Process:** Quiddler -- truly -- is for the FUN of words. During the reading process, the mind must retrieve and comprehend stored information or ideas in order to process what is being read. It has long been a proven best practice that increasing a person's vocabulary is one component of improving this process in learners. Quiddler is a highly awarded game that offers a unique way to use a player's existing vocabulary, as well as give players an opportunity to research and learn new vocabulary during game play.
- **Reflection:** During the game, players reflect on their own choices as they watch cards come and go from the table. Players can only go out during their turn. They must lay down all the words in their hand and discard one card. At this time, all players at the table have an opportunity to review the played words; to look at each other's hands and review the winners hand, as well as missed opportunities for themselves. Reflection is a key skill in developing critical thinking skills.
- **Visual Processing:**
  - **Visual Perception:** Players build their abilities to see, interpret and analyze the jumble of letters they are dealt. Continually developing the visual information into words strengthens players' visual perception.
  - **Visual Memory:** Looking up words that use specific letters they have in their hands or remembering previously used words improves players' visual memory.
  - **Visual Sequential Memory:** Players practice their visual sequential memory each time they remember the sequence of letters to spell a word.

## Interpersonal Development (Social Skills)

- **Collaborative Learning:** Quiddler is The SHORT Word Game® where a word must only be a minimum of two cards. This levels the playing field for players of different skill levels. Even still, you can pair players of different skill levels or ages and have them play as a team. This teaches older players to become more of the teacher and gives younger players more confidence. All the while, everyone is having fun, and everyone is learning.
- **Peer Assessment:** If any player does not believe that a word played is a bonafide word, then they may challenge the word after it is laid down and before the cards are gathered for the next round. If the word is in the dictionary and allowable, then the challenger must subtract the number of points that the word is worth from his or her score. If the word is not in the dictionary and not an allowable word, the player being challenged must subtract the number of points that the word is worth from their score. This gives players an opportunity to review each other's work and also maybe learn a new word in the process.
- **Social Learning:** Quiddler 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 other player's 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:** Quiddler 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:** Quiddler is for ages 8 to adult and allows words that are a minimum of two cards long; therefore, even the young can play with the old. 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 Quiddler, players are faced with many uncertain situations, from the cards they are dealt to the ones they draw, 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 with changes and emotionally regulate during them is a key skill to future success.
- **Emotional Skills:** Each time a player finds a word, his or her **confidence** grows. As players repeatedly play Quiddler, their cognitive, physical, social and emotional skills continually develop increasing their overall self-confidence. Over time, each player's ability to compose words each round increases dramatically. Excelling at something that was once difficult reinforces a **growth mindset**. Playing Quiddler 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 Quiddler increases a player's skills and abilities, which builds his or her confidence and improves his or her overall **self-esteem** and **self-efficacy**.
- **Executive Functioning:** Quiddler 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 words. 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 (including Self-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.
- **Self-Assessment:** Quiddler is great for self-assessment. Before a player can go out, they must reflect to make sure that their gathered cards are accurate and a good point value. If not, they need to reassess and revise accordingly.

### **Academic Connections:**

- **Collaborative Learning:** Quiddler is The SHORT Word Game® where a word must only be a minimum of two cards. This levels the playing field for players of different skill levels. Even still, you can pair players of different skill levels or ages and have them play as a team. This teaches older players to become more of the teacher and gives younger players more confidence. All the while, everyone is having fun, and everyone is learning.
- **Creative Writing:** During Quiddler, players receive bonus points for the longest word played. Play Quiddler to warm up learners' brains and get their vocabulary juices flowing. After, have players take whatever was their longest word and have them write a story about it. This can get tricky and require a lot of imagination depending on what word was their longest.
- **Cross-Curricular Approach:** Quiddler is excellent for vocabulary-building as well as language acquisition. Use Quiddler to support language in all English classrooms, English Language Acquisition classrooms, and Foreign Language classrooms.

- **Decoding Skills:** Quiddler requires players to use their knowledge of letter patterns to correctly create words and also to say them. An additional rule you can require your players to use is that when they lay down their cards they must say each word or use it correctly in a sentence, or have them do both.
- **Differentiated Instruction:** Quiddler is a great way to personalize learning based on the individual needs of each player. To supplement lessons on reading, writing, vocabulary building or any of the other skills mentioned above, allow learners to have Quiddler as a choice in order to reinforce that skill.
- **Hidden Curriculum:** While players are having fun playing Quiddler, they won't even realize the social, behavioral and cultural lessons they are learning by group play.
- **Informational Text:** Use our Quiddler instructions to fulfill the Informational Text Common Core requirement with lower age groups. Students can read, annotate, jigsaw, comprehend, discuss, and teach each other how to play Quiddler. The assessment is built in when you see which players understand the rules and can successfully play Quiddler.
- **Kinesthetic Learning:** Quiddler is a fun, entertaining, hands-on game that allows teachers and students to take a break from direct instruction and supplement a current English, ELA or Foreign Language lesson in an educational way.
- **Math:** Points are added at the end of each round. Players even add up their points during the rounds as they try to calculate ways to use the highest point letters and win one of the two bonuses for ten extra points.
- **Reading Literacy:** While playing Quiddler, players improve their reading literacy by building vocabulary in a fun and entertaining way.
- **Referencing Skills:** To achieve the highest score and create words with harder to use letters, students willingly reference the *dictionary* throughout the game. They can check the spelling of a word or find words that use the letter X. They can also reference sight word, spelling, and vocabulary lists.
- **Remedial Activities:** Quiddler, The Short Word Game® allows players to use words as short as two cards. This allows the game to be attractive to all learning levels. Quiddler is an excellent way to allow players with learning difficulties to practice and expand their vocabulary.

### **Sharing is Caring**

Check out the Teachers' Corner at [setgame.com](http://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.