

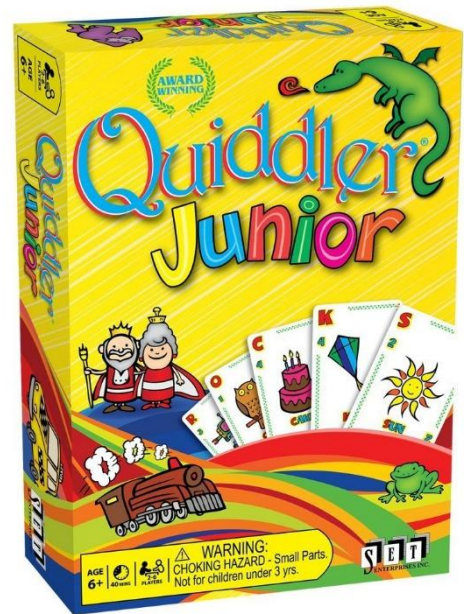
Quiddler Junior Skill Connections for Teachers

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

Quiddler Junior Strengthens

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

Ages: 6 to adult
Players: 1 to 6



About Quiddler Junior

Playing Quiddler Junior is so much fun, players won't even notice they're learning! Quiddler Junior contains 103 unique playing cards and 96 point chips in increments of 1, 5 and 10 points for fun and simple scoring. Each card contains a letter or double letter, point value, a word, and a colorful illustration. The goal is to have the highest score at the end of six rounds. Each round, players arrange all their cards into one or more words. The first player to do so goes out, then all other players have one last turn to make their best words. The number of cards dealt increases each round offering a greater variety of word choices. Players can use a dictionary when it is not their turn to look up words or check their spelling. This encourages players to use their harder-to-play-but-higher-point letters and find words that will earn them the 5-point longest-word bonus!

How Quiddler Junior Develops Skills

Cognitive Development:

- **Analytical Skills & Critical Thinking:** 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 Junior, 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 to play. This practice is repeated during every game, which is crucial for attention development.
- **Cognitive Flexibility:** At the beginning of each turn, players draw or pick up a new card. Each new card brings an opportunity to rearrange letters, change strategy and come up with more word choices. Players quickly learn that rearranging their cards (including cards already used in a word) to use a higher-point letter or make a longer word leads to higher scores and winning the game! This intrinsically motivates players to be flexible and creative thinkers.
- **Cognitive Processing Speed:** Quiddler Junior 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 Junior’s special double letter cards – AN, AT, EE, ET, IN, LL, OO, QU, and WH – 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 Junior your hand increases with each round, from two cards in your first-round to seven cards in your sixth-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. Every word created has a point value that players receive points for. The player with the highest amount of point chips at the end of the sixth-round wins.
- **Higher Order Thinking Skills:** Quiddler Junior requires players to use higher order thinking skills. Players must analyze the different sized hands they are dealt each round. They must then evaluate these against the cards they draw. The goal is to create words that will give players the highest points possible in order to earn point chips. 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.
- **Left Brain – Right Brain Connectivity:** The visual imagery of high frequency words and corresponding image used on each card draw in the right-brain, which allows the left-brain to simultaneously recognize patterns and create words with the cards. 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.
- **Memory:** Quiddler Junior 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. Because this game is for lower levels, different high frequency words and a corresponding image are printed on each card to help players brainstorm. 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 -- or if they are younger, talk about -- the thinking process that they took step-by-step 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 Junior is a great activity for multiple learning styles. This hands-on game allows bodily-kinesthetic learners to be active during play. Quiddler Junior is a wonderfully social game, which the interpersonal learner finds invigorating. Players are in charge of their own hand and their own success, which makes your intrapersonal learner feel comfortable. Verbal-linguistic learners enjoy the wordplay and the challenge of finding 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 Junior 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](#). In Quiddler Junior, players cannot use one card words, proper nouns, prefixes, suffixes, abbreviations, contractions or hyphenated words. All words must be at least two cards long. This creates a complex problem that will require some degree of creativity to solve.
- **Pattern Recognition:** Quiddler Junior 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 is a bonus in Quiddler Junior. The player with the longest word -- counted by letters, not cards -- per hand, receives a 5-point bonus. To obtain these bonuses, players must utilize their analytical skills while evaluating their cards to find creative word solutions.

- **Reading Process:** Quiddler Junior -- 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 Junior is an award-winning 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 are always reflecting on their own choices as they watch cards come and go from the table. A player 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. In Quiddler Junior, all players receive point chips for any words they make. So, reviewing each other's hands allows players to help each other to obtain the most points possible.
- **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 Junior is For the Fun of Words® 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 real 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 their point chips. 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 point chips. This gives players an opportunity to review each other's work and also maybe learn a new word in the process.
- **Social Learning:** Quiddler 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 other players' 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 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:** Quiddler Junior is for ages 6 and up and allows words that are a minimum of two cards long; so, 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:** While playing Quiddler Junior, 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 as many point chips as possible. 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 Junior, 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 Junior is fun, so players are **intrinsically motivated** to play again and again. This desire is reinforced in Quiddler Junior by the point chips they win for each word 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 Quiddler Junior increases players skills and abilities, which builds their confidence and improves their overall **self-esteem** and **self-efficacy**.
- **Executive Functioning:** Quiddler 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 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):** Quiddler Junior can get competitive, as players make their words and receive more and more point chips. Players must stay focused and ignore distractions. Practicing this skill helps kids regulate their emotions and keep them from acting impulsively.
- **Self-Assessment:** Quiddler Junior is great for self-assessment. Before players 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.

Physical Development:

- **Bilateral Coordination:** Playing Quiddler Junior enhances bilateral coordination and provides opportunities to strengthen individual skills like **symmetrical integration**, **asymmetrical integration** and **crossing the midline**.
- **Fine Motor Skills:** Playing Quiddler Junior helps strengthen **in-hand manipulation**, **hand arches**, **pincer grasp** and increases overall **dexterity** and **motor planning**. Shuffling the cards, dealing cards to each player, flipping over the top card to begin the game, holding and organizing an increasing number of cards each round, drawing and discarding individual cards, and distributing point chips all build, strengthen and refine these skills.

Academic Connections:

- **Collaborative Learning:** In Quiddler Junior, a word can 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:** Play Quiddler Junior to warm up learners' brains and get their vocabulary juices flowing. After, have players take whatever was their longest word and have them tell, draw or write (depending on their age and ability) a story about that word. This can get tricky and require a lot of imagination depending on what word was their longest. Or, after playing, assign a card at random to each player. Have them tell, draw or write a fictitious story about the picture and word on that card. There are countless opportunities for vocabulary building and descriptive storytelling.
- **Cross-Curricular Approach:** Quiddler Junior is excellent for vocabulary building as well as language acquisition. Use Quiddler Junior to support language in all English classrooms, English Language Acquisition classrooms, and Foreign Language classrooms.

- **Decoding Skills:** A key sign of dyslexia in kids is trouble decoding words. This is the ability to match letters to sounds and then use that skill to read words accurately and fluently. While continually rearranging cards in their hands, players get practice decoding possible words and logically testing to see if the result is a word. Unscrambling the letters and sounds are important skills for our early readers.
- **Differentiated Instruction:** Quiddler Junior 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 Junior as a choice in order to reinforce that skill.
- **Hidden Curriculum:** While players are having fun playing Quiddler Junior, they won't even realize the social, behavioral and cultural lessons they are learning through group play.
- **Informational Text:** Use our Quiddler Junior 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 Junior. The assessment is built in when you see which players understand the rules and can successfully play Quiddler Junior.
- **Kinesthetic Learning:** Quiddler Junior 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:** At the end of each round, the words made are scored by adding up the point value on each card. The student with the highest score wins, inspiring students to add up their points while playing, use their high point letters and aim for the longest word bonus. Students also enjoy exchanging their point chips; once they get five 1-point chips they want to exchange them for one 5-point chip, adding another fun feature to the game.
- **Phonemic Awareness:** The colorful illustrations with the kid-friendly word below have the letter from the corner of the card highlighted in red. This visual distinction in the written word and illustrated graphic together make a complete phonemic awareness exercise matching the written letter, usage and sound together in a tangible way.
- **Reading Literacy:** While playing Quiddler Junior, 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 Junior allows players to use words as short as two cards. This allows the game to be attractive to all learning levels. Quiddler Junior is an excellent way to allow players with learning difficulties to practice and expand their vocabulary.
- **Sight Words:** The compilation of letters in the Quiddler Junior deck facilitates students to learn and spell high-frequency sight words, reinforcing the recognition and memorization of the 300 sight words they need to learn before they leave third grade.

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.