

ACTIVITY WRITE-UP

Name of Activity: King's Corners

Type of modality	Card games
Type of play	Shared Cooperative
Interaction pattern	Depending on amount of players: Inter-individual, as well as Multilateral for groups of three or more
# of participants required	Two or more (Game works best with 4 players)
Equipment/supplies	Standard deck of 52 cards (shuffled with Jokers removed) Table to play the game on
Facilities required/environment	No specific facility required; Any area with a flat surface to play the cards on will work well
Precautions	Potential paper cuts from the cards Make sure all players are able to reach the table/playing field and piles of cards on top

Directions:

For your information: The cards in this game rank from K-Q-J-10-9-8-7-6-5-4-3-2-A (King is highest, Ace is lowest)

1. A randomly assigned “dealer” distributes seven cards to each player and sets the undistributed cards face-down in the center of the table (this pile is called the “stock”).
2. The dealer then flips four cards face-up from the stock and places each card around the sides of the stock pile (Like a compass, imagine North, East, South, and West around the stock pile); these are now called the Foundation piles
3. The player on the dealer’s left begins by playing one of the cards in their hand; the card played goes on top of the existing foundation pile and must be the next lower in rank and opposite in color (similar to Solitaire)
4. If a player has a King card in their hand, they may place it down in one of the four diagonal corners of the stock pile (Like a compass, imagine NE, NW, SE, SW around the stock pile); Kings may also be moved from the original foundation piles into the “**King’s Corners**”
5. Another potential move includes moving an entire foundation pile onto another foundation pile if the bottom card of the “moving” pile is one rank lower and opposite in color to the top card of the pile you are moving it onto
6. Another potential move is to play any card from your hand to any of the original (N, E, S, W) foundation piles that has become empty (because the card(s) that were originally in it have been moved to another pile)
7. During a turn, a player may make any number of moves depending on the playable cards in their hand. Once all usable cards have been played from the player’s hand, or if no plays can be made with the cards in hand, the player picks up a card from the stock. This ends the player’s turn.

8. If the center stock runs out, play continues without drawing a card to end your turn
9. Play continues in a clock-wise motion (starting to the left of the dealer) until a winner is declared
10. The play ends when someone manages to get rid of all the cards from their hand, or when an impasse is reached where the stock has run out and everyone is unable or unwilling to play any further cards.
11. Each player receives penalty points for the cards left in their hand at the end of each game. A king costs 10 points and all other cards cost 1 point each.

Activity Analysis

Category	Skills
Primary body position	Sitting
Part of the body required	Upper body
Movement	Grasping (radial-digital, scissor, pincer, 3-jaw chuck grasps can be used), reaching, picking up, releasing, putting down objects, turning or twisting hands or arms
Physical	Balance (dynamic sitting), Bilateral integration, Gross and Fine muscle coordination, Active range of motion(Upper Extremities)
Cognitive	Arousal/Alertness, selective attention, sharing attention, sustaining attention, categorization, cognitive flexibility, complex decision making, initiation, insight, judgment, short term memory, orientation to both Person and Place, organization and planning, simple problem solving, number recognition, shape/form recognition, sequencing, spatial operations, strategy
Social	Conversation (starting and ending), interpersonal interactions, maintaining social space, regulating behavior, relationships (forming), self-expression, social conduct, social cues, showing respect and warmth, showing tolerance
Perception	Auditory, tactile, and visual
Communication/language	Reception to spoken language, Reception of written language, Reception of signs and symbols, expression of spoken language
Self-care	N/A
Psychological/emotional (possible)	Joy , anger, fear (of forgetting rules, of not having useful cards, of losing), frustration (with games, other players, cards in hand, etc)

How to Simplify the Activity: Use larger-font card or jumbo cards, start with less cards in your hand (4-5), create a template for where to put the cards down/where the foundation piles are, stick with all one color or one suit rather than alternating when playing a card on a foundation pile, do not use penalty points (just play for fun/try to get rid of your cards first), and/or play on teams of two to work together to get rid of cards in hand. Additionally, you could get rid of the “king’s corners” and just play with the four foundation piles (similar to the card game SkipBo),

How to Make the Activity More Complex: Add another deck of cards to the mix, continue playing the game even after a round is over (add up points from previous rounds and player with lowest overall score is the winner), change the penalty values of the cards,

Other Comments:

<https://code.google.com/p/kings-in-the-corner/>

Here is a website that you can visit to download a free online version of King's Corners (AKA Kings in the Corner). Click on the active link under the "featured" tab that says kings202bin.zip. Download the file and open up the application labeled "kings2" in the downloaded file folder. Have fun playing by yourself, either against a computer or against other online players.