

ACTIVITY WRITE-UP

Name of Activity: Uno

Type of modality	Card Game
Type of play	Cooperative Play
Interaction pattern	Intragroup
# of participants required	2-10 players
Equipment/supplies	<ul style="list-style-type: none"> • Special Uno card deck of 108 cards consisting of four colored suits, action cards, wild cards • Card holder if needed
Facilities required/environment	Game should be done on a table or flat surface with enough space for players to sit
Precautions	N/A

Directions

1. Choose a dealer. Can choose a dealer by every player choosing a card, player with the highest card becomes the dealer.
2. The dealer deals each player seven cards, place the rest of the cards face down in the middle of a table/surface to create the draw pile.
3. Turn over the top card of the draw pile and place it next to the draw pile to form the discard pile.
4. Players take turns placing one of their cards on the discard pile when it's their turn, starting from the player on the dealers left and go clockwise. The player's card must have the same color, number, or wording as the top card of the discard pile.
5. If the player cannot place a matching card on the discard pile, player must draw a card from the draw pile. The player may play the card they draw, if the player cannot play it, they must keep the card and it is the next players turn.
6. Announce a suit when you place a Wild card or Wild Draw Four on the discard pile.
7. Follow the direction of an Action card that is played on the discard pile.
8. Continue placing cards until a player has only one card left.
9. Announce the word "UNO" when you only have one card left. Failure to announce "UNO" will result in player having to draw 2 cards.
10. Whoever is out of cards first is the winner.

Activity Analysis

Category	Skills
Primary body position	Sitting

Part of the body required	Arms, stomach, head, neck, hands, fingers
Movement	Picking up, reaching, grasping, putting down, sitting, turning
Physical	Balance (sitting), bilateral integration, gross motor skills, fine motor skills, motor control, range of motion of the upper extremities
Cognitive	Alertness, arousal, sustaining attention, STM, concentration, simple decision making, categorization, cognitive flexibility, initiation, intellectual knowledge, sequencing, strategy, recognition
Social	Interpersonal interactions, relating with equals, forming relationships, social conduct, social cues, showing tolerance, showing respect
Perception	Visual, auditory, tactile
Communication/language	Verbalize, reception of spoken language, expression of spoken language
Self-care	N/A
Psychological/emotional (possible)	Excitement, frustration, joy

How to Simplify the Activity

If players are too young or simply cannot play the game UNO because it is too complex, you can use the cards for basic color and number recognition.

How to Make the Activity More Complex

You can make UNO more complex by purchasing the UNO Attack game shooter. For this game, the “draw pile” is in a UNO shooter. Instead of picking a card from the discard pile when the player does not have a card to play, they press the UNO Attack button. Sometimes the Attack shooter does not shoot any cards out, sometimes it shoots out multiple cards.

Other Comments

Adaptations could be met for those who need assistance holder their cards such as a cardholder.