



Uno

	<p>Uno</p>
<p>Description</p>	<p>Official Mattel Uno card game. The classic card game of matching colors and numbers. You'll be addicted!</p>
<p>Who is this for?</p>	<p>Ages 7+ 2-10 players 15+ minutes</p>
<p>Skills</p>	<p>Number ID – Sequencing – Strategy - Addition</p>
<p>Computational Thinking Skills</p>	<p>Identification Students must quickly identify legal moves: matching color, number, or symbol; playable wild cards; or drawing when no move exists.</p> <p>Debugging Students must fix errors such as incorrect card plays, forgetting to say UNO, or misunderstanding card effects.</p> <p>Abstraction Students ignore irrelevant information on cards (illustrations, fonts) and focus on essential attributes:</p> <ul style="list-style-type: none"> ● Color (red, blue, yellow, green) ● Number (0–9) ● Symbol type <p>Decomposition Students break a turn into parts:</p> <ol style="list-style-type: none"> 1. Check playable cards 2. Evaluate best strategic choice 3. Consider opponent hand sizes 4. Decide whether to play or draw <p>Pattern Recognition Students identify patterns in cards played, opponent behavior, special card timing, or likely colors.</p>
<p>21st Century Skills</p>	<p>Critical Thinking – Creativity – Communication – Connection - Collaboration (when playing in teams)</p>
<p>State Standards</p>	<p><i>K.CC.A.2</i> - Count forward beginning from a given number within the known sequence (instead of starting at one).</p> <p><i>K.CC.B.4</i> - Understand the relationship between numbers and quantities.</p> <p><i>2.NBT.B.7</i> - Add and subtract within 1000, using concrete models/drawings and strategies.</p>

Grade Band Suggestions

<p>★ Grades 9–12</p> <p>Critical & Computational Thinking Through Standard Play</p> <ol style="list-style-type: none">1. Strategic Card Sequencing (Critical Thinking) Students plan multi-turn sequences, such as saving Wild or Reverse cards for tactical advantage.2. Probability Reasoning (Math) Students estimate likelihood opponents hold a certain color/number based on discards.3. Opponent Modeling (Pattern Recognition) Students look for patterns in opponents' choices to predict future moves. <p>Adapted Activities</p> <ol style="list-style-type: none">1. UNO Logic Trees (Algorithmic Thinking Practice) Students create flowcharts describing optimal play: "If matched by color → play highest value; if not → match by number..."2. Justify Your Move (ELA Integration) Students explain move choices using textual evidence: "I played blue because..."3. Rule Variant Design Challenge (Creativity + CT) Teams design new UNO rules and must test, debug, and refine them.	<p>★ Grades 6–8</p> <p>Critical & Computational Thinking Through Standard Play</p> <ol style="list-style-type: none">1. Multistep Turn Planning Students decompose choices into steps: match → strategy → impact.2. Pattern Spotting Students identify repeating colors or strategic behaviors.3. UNO Math Warm-Up Students add card values they've played to create mental math challenges. <p>Adapted Activities</p> <ol style="list-style-type: none">1. Color/Number Probability Boards (Math) Students track how often colors and numbers appear to form predictions.2. Strategy Partner Play Partners discuss best moves before playing—building communication and reasoning.3. UNO Story Connections (ELA) Students narrate short "play-by-play" stories explaining game flow.
<p>★ Grades 3–5</p> <p>Critical & Computational Thinking Through Standard Play</p> <ol style="list-style-type: none">1. Identifying Legal Plays Students practice identifying which cards are playable—strengthening identification.2. Strategy Choice Justification Students explain why one play is better than another ("This makes them draw more cards.").3. Turn Breakdown Practice Students follow a 3-step sequence: Check → Decide → Play. <p>Adapted Activities</p> <ol style="list-style-type: none">1. Simplified Symbol Cards Use only numbers and colors at first for struggling learners.2. Cooperative UNO Students work in pairs with shared hands, discussing moves.3. Math Connection: Score Tracking Students add totals after rounds, reinforcing addition and place value.	<p>★ Grades K–2</p> <p><i>(UNO is accessible with scaffolding.)</i></p> <p>Critical & Computational Thinking Through Standard Play</p> <ol style="list-style-type: none">1. Color & Number Matching Students practice matching colors and numbers—early identification and abstraction.2. Simple Turn Taking Routine Students learn decomposed turn steps: draw, match, play.3. Predict the Color Students predict which color will appear next, practicing early pattern recognition. <p>Adapted Activities</p> <ol style="list-style-type: none">1. Color-Only UNO Use only color matching to simplify gameplay.2. Friendly Team Play Teams talk through choices, supporting communication and collaboration.