**Evaluation of Teaching Material**

**Name of Material:** Uno

**Describe Material:** Uno is a card game played with a deck of 108 specially printed cards. The goal is to be the first player to get rid of all their cards in their hand. Or by being the first person to reach 500 points. Points are scored by ridding yourself of all the cards in your hand before your opponent(s).

**Who makes it:** Mattel

**Where can it be purchased:** Walmart, Walgreens, Toys R Us, gas stations, any many other retailers.

**Cost:** $6-$12

**Evaluation of Materials:** Uno can be used as a teaching tool for so many different skills. It can be used with children and adults from ages 3-90 with or without disabilities. The reason I chose UNO is because most have heard and/or played the game at some point in their life. The cards are relatively cheap and easy to take anywhere.

**Evidence based practices and disability chosen:** Autism Spectrum Disorder (ASD)

Students with ASD exhibit repetitive, ritualistic or compulsive behavior. They may have problems using social skills to connect with other people and may seem to be in their own world.

**How to Use *UNO* for Children with ASD:**

*Flexibility* *Adapting and adjusting to changing conditions and expectations.*

Many children affected by autism display a restricted pattern of interest or a ritualized set of behaviors. When you play a game of *UNO* together, it will be easy for her to use only numbers or only colors, or be content to use a specific kind of color.

The flow of gameplay in UNO can change at any time. Continuously using the same strategy is not a good idea in this game, as players have to adapt their tactics depending on whether or not the game is going in their favor.

* Have the student try using a different color or number every turn. By learning to play flexibly, they will be able to visibly accomplish more in the game and have a better chance of winning. As their flexibility shows success, you can encourage them to use similar flexibility in her real life choices.

*Social Skills*

UNO can be used as a method of teaching the child how to play and communicate with others through the consequences of her actions. They need to think about the cards they have in hand, the colors, numbers, and how they'll affect them as well as those they are playing with.

* This will help teach them about how their choices affect those around them and be conscious of what those decisions mean. If she changes the color to green, will the person next to her be farther from winning? Although the goal of UNO is to win, this can be applied to her thinking about her interactions and choices with others.

Like many games, UNO is a fantastic opportunity for them to explore self-control, both during and after the game. The child will have to choose to think rather than be impulsive with their judgments, choosing when and how to play their cards. They’ll also have to control their emotions if they lose a match.

* Promoting positive gameplay, congratulating the winner, sharing the enjoyment of playing with others, complementing the runners up, will encourage them to act appropriately in response to failure and success.

**Ways UNO can help with other disabilities**

**Working Memory**

Uno helps practice working memory skills, as there is various pieces of information to keep in mind while playing. It can be used to practice recalling and retaining information as well as following multi-step directions and solving problems in our heads.

Firstly, players need to try and remember which players have the least amount of cards left, as the goal is to stop them from discarding more and winning. Also, players need to remember the colors and numbers that caused other players to be skipped, as they can use this information when discarding to stall them from emptying the rest of their hand. Furthermore, players can use “skip” or “draw” cards on players who only have a few cards left, as this can keep them from using up their last cards.

**Basic Skills**

**UNO cards are easier to use because they are just matching color and number, not color, number and ‘suit’ like when you use a regular set of playing cards.**

* Name the colors and numbers.
* Number sequencing
* Sorting
* Patterns

**Memory**

* Matching
* Memory

**Small motor skills**

Small motor skills are responsible for grasping, holding, and manipulating small objects. For example, small motor skills are needed to pick up a crayon, hold a crayon and move it on a surface. Small motor skills are necessary to string beads, cut with scissors or tie shoelaces. Before young children master these tasks, they need to build their hand and finger strength and control through play.

A well worn set of Uno cards is great for making card houses out of. Kids love doing this even though it was quite a challenge to get them started and to get them to stay up long enough to build anything with.

Resources:

<http://learningworksforkids.com/playbooks/uno/>