

~ Collaborative Grant ~
Instructional Plan / Lesson Plan

Instructional Area: (x) Leisure () Daily Living () Community
Ability Level: () Emerging (x) **Developing** () Mastery

Topic / Skill Outcome: UNO / Table games / Indoor Leisure
Graduation Standard(s): Communication, Literacy, Math & Science, Social Studies, Personal Resource Management, Physical Education/Recreation & Leisure.

Purpose of Lesson / Objective:

Increase active participation
Demonstrate turn taking skills
Identify and match correct colors and/or numbers on cards.

Materials / Equipment / Environment:

- UNO deck,
- card holders
- voice output devices.
- Quiet setting
- Table size conducive to a small group

Group Size: 4 to 6 players

Time Required: 15 to 30 minutes / flexible

Lesson Procedure:

1. Staff and students sit
2. Prepare adaptations to maximize student participation, with adaptations ready if needed, Shuffles cards,
3. Use one to one correspondence to counts/deals 7 cards face down to each player
4. Take turns in clockwise fashion
5. Follow game rules
6. Matching colors and/or numbers to cards
7. Perform correct actions pertaining to written instructions on cards (reverse, skip, draw four, draw two, wild,)

Carry Over / Related Activities:

Play games that involve numbers and colors. ex.-Bingo, Scrabble Jr

Supporting Activities / Possible Adaptations / Strategies for Participation

- Place cards "face up" on table to assist In order to play with "cards up" in front of other players that need assistance.
- Pair students on teams to minimize wait time between turns.
- Use voice output device with recorded message "Your turn", "Uno", "I need help", "Do I have that card" to assist in participation of game.
- Use card holders to organize cards.

Student Reaction / Evaluation:

- Matches numbers and colors,
- Demonstrates understanding of skip, reverse, draw four, draw two, and wild cards.

Lesson Support:

(Introduction – lead in, background information, supporting concepts and activities curriculum):

- Number recognition and matching
- Word recognition and matching
- Color recognition and matching
- Review concepts of reverse, skip, draw four, draw two, and wild cards. .
- Concepts to be taught and modeled include: good vs. bad sportsmanship, positive social interactions, strategic planning, self-confidence and self-esteem.