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| Uno moo  |  | | --- | | Basic Level | | Ages: Pre-K-3rd grade | |  | | |  | | --- | | Pieces included in visuals | | Rules for game  1. Start by giving each person playing 5 animals, and a fence to hide them behind 2. Place an animal on the barn door 3. The first person will prompt the student using the visuals “Do you have a \_\_\_\_ or\_\_\_\_\_\_? 4. The student can answer Yes/no 5. If they answer yes, then the student places either a matching animal or a matching color on the barn door knocking the one already up there inside the barn 6. Continue to play until all of one person’s pieces are gone   Note:   * If the student does not have a color match or animal, they can draw from the barn * Skunks are skips * Farmers are wilds (any color can be played) | | Additional Tips and Ideas |  1. Using the visuals prompt the student to ask peers “Do you have a \_\_\_\_or \_\_\_\_\_? |