UNO-style card game to target antonym skills. Dublin

©2012 Sublime Speech Danielle Reed, M.S., CCC-SLP Each player is dealt 5-7 cards with the remaining ones placed face down to form a DRAW pile. The top card of the DRAW pile is turned over to begin a DISCARD pile.

The first player has to match the card in the DISCARD pile either by number, color or word (skip, draw 2, reverse, etc.). For example, if the card is a red 7, player must throw down a red card or any color 7. Or the player can throw down a Wild Card. If the player doesn't have anything to match, he must pick a card from the DRAW pile. If he can play what is drawn, great. Otherwise play moves to the next person. On their turn, each player must name an antonym of the word on the card they placed on the pile.

When you have one card left, you must say "NYM". Failure to do this results in you having to pick two cards from the DRAW pile. That is, of course if you get caught by the other players. Once a player has no cards left, the hand is over.













