

**val**  
**1**

**trib**  
**2**

**ob**  
**3**

**cred**  
**4**

**lo**  
**5**

**spo**  
**6**

**cra**  
**1**

**mu**  
**2**

**re**  
**3**

**shig**  
**4**

**prof**  
**5**

**pre**  
**6**

<b>vade</b> <b>1</b>	<b>mote</b> <b>2</b>	<b>cade</b> <b>3</b>	<b>sume</b> <b>4</b>
<b>mire</b> <b>5</b>	<b>flem</b> <b>e</b> <b>6</b>	<b>card</b> <b>1</b>	<b>der</b> <b>2</b>
<b>turb</b> <b>3</b>	<b>sorb</b> <b>4</b>	<b>gar</b> <b>5</b>	<b>stir</b> <b>6</b>

**cle**

**1**

**ble**

**2**

**dle**

**3**

**fle**

**4**

**gle**

**5**

**ple**

**6**

**teen**

**1**

**neat**

**h**

**2**

**plain**

**3**

**toon**

**4**

**ploy**

**5**

**foun**

**6**

**UNO**

**UNO**

**UNO**

**UNO**

**UNO**

**UNO**

**Pick  
2**

**Pick2**

**Pick2 Pick2**

**Skip**

**Skip**

## **SYLLABLE TYPE UNO**

### **Objective:**

To recognize and read all six syllable types

### **How to play:**

Deal 5 cards to each player. Leave remaining cards face down in the center of the table. \*Turn one card over face up. The first player is up. On top of the card in the middle of the table, he/she places a card from his/her hand that either has the same syllable type or the same number. He/she reads the word. If the player does not have a matching card, he/she may play an UNO, Skip, or Pick2 card if he/she has one. If an UNO card is played, that player may change the syllable type and announce it to the other players. If the player has no card to play, he/she picks a card from the pile.

Take turns. The winner is the player who has no cards left in his/her hand.