

OLD UNCLE SAM CARD GAME

Learning Objectives: Students will:

1. Review state and national symbols and national holidays.
2. Enhance their critical thinking skills.
3. Interact with peers and have the opportunity to exhibit good sportsmanship.

TEKS: SS K.1A, K.10A, K.14B, 1.14A,C, 1.17B, 2.1A,B, 2.14C, 2.18B, 3.17C, 4.16A, 4.21B, 5.17A, 5.24B

Materials: A deck of the attached Old Uncle Sam Cards for every 2 to 4 students in the class.

Vocabulary: capitol, holiday, motto, symbols

Teaching Strategy:

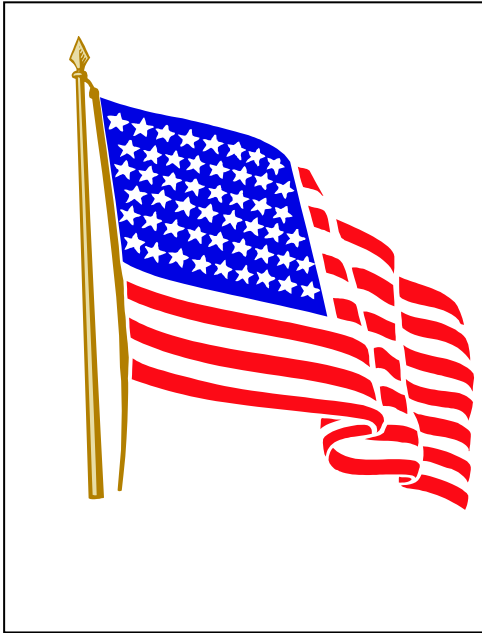
1. Preceding the lesson, the teacher should duplicate the attached Old Uncle Sam Cards. The deck consists of 25 pairs of cards and an Old Uncle Sam card making a total of 51 cards per deck. It is recommended that the cards be duplicated or printed on tag board or card stock.
2. Divide students into groups of 2 to 4 students each. Student groups should sit on the floor or at their desks facing each other. Tell students that they are going to play a card game similar to Old Maid. This game is called Old Uncle Sam.
3. Explain that each deck contains pictures of state or national symbols and the names of the state and national symbols as well as some national holidays. The object of the game is to discard or lay down matching pairs of cards (the picture must be paired with the correct word/title) and not be the player who gets stuck with the Old Uncle Sam card at the end of the game.
4. Give each group a deck of Old Uncle Sam cards. Instruct each group to appoint a dealer who will shuffle the cards. The dealers will deal all of the cards to the players in the group. It does not matter if some players have one more card than other players.
5. After the cards have been dealt, players should look at all of their cards and take out any pairs that they have in their hand and place

them face up on the playing surface. If a pair of cards is not correctly matched, they must go back in the player's hand.

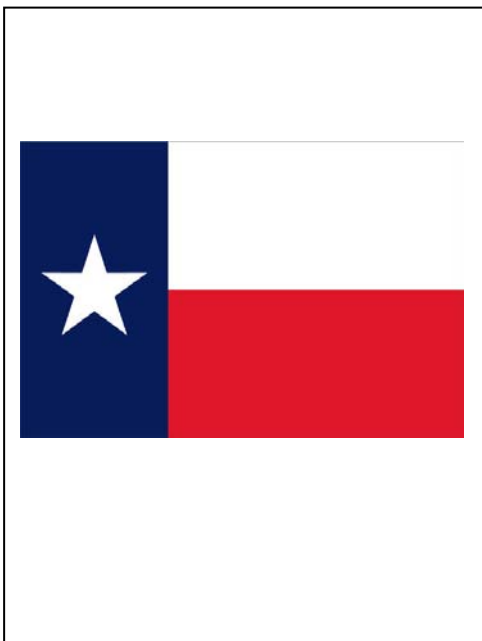
6. The dealer begins the game by spreading his or her remaining cards face down and offering them to the player on dealer's left. The player to the left may select one card, without looking at it, from the dealer's hand and add it to his/her hand. If the card that was drawn makes a pair, the player may place the pair on the desk.
7. Player #2 will then offer his/her hand to the next player to the left. Play continues clockwise around the circle of players.
8. When a player has matched all of his/her cards, the player is safe and the turn passes to the next player. At the end of the game, the player who ends up with the Old Uncle Sam card loses the game.
9. If the teacher so desires, students may be awarded 10 points for not ending up holding the Old Uncle Sam card. Several hands may be played until a player reaches the designated winning score that has been set by the teacher. Students may also take turns dealing the cards when a new hand is begun.

Extension for Gifted/Talented: Have students create their own original card game to teach a concept the class is currently studying or to review content that has already be taught. The class may play the game as a review activity .

OLD UNCLE SAM CARDS



**United
States
Flag**



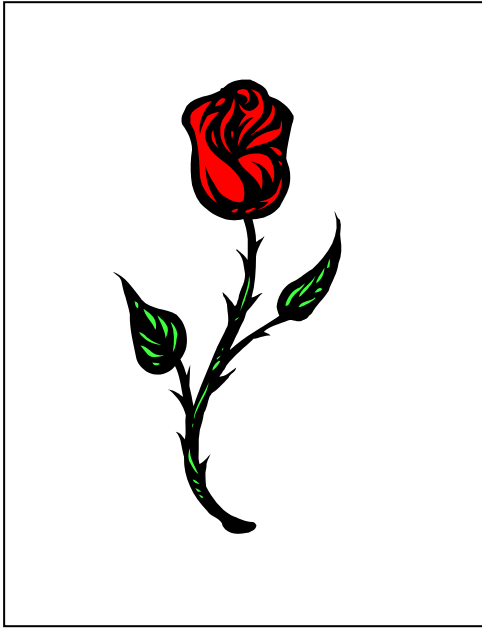
**Texas
State
Flag**



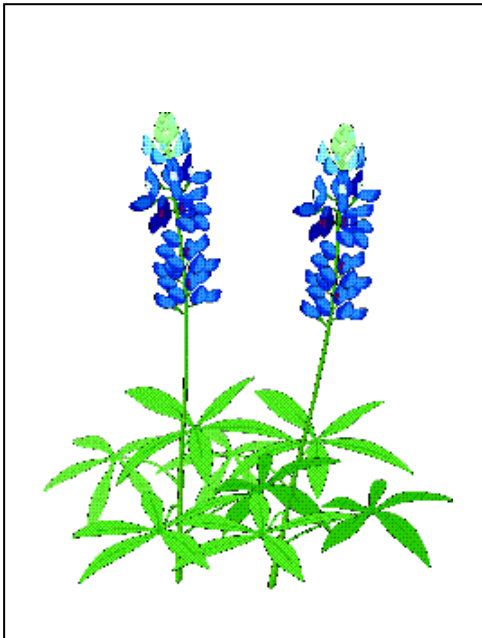
**State
Bird**



**National
Bird**



**National
Flower**



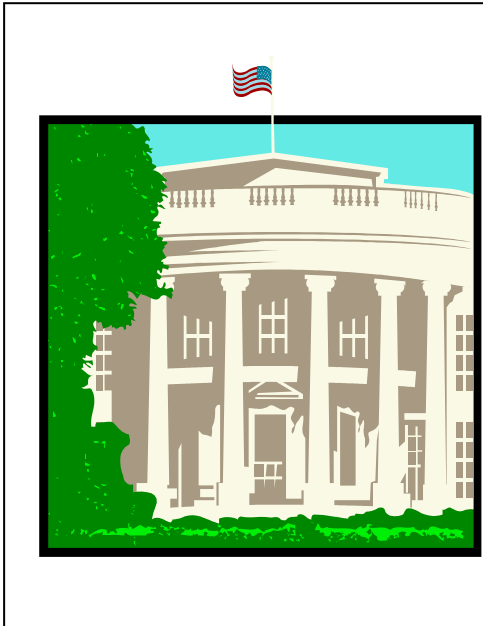
**State
Flower**

"In God
We Trust"

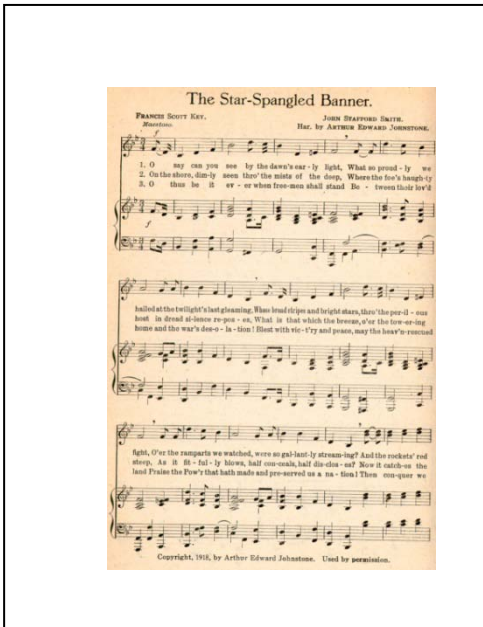
**National
Motto**

"Friendship"

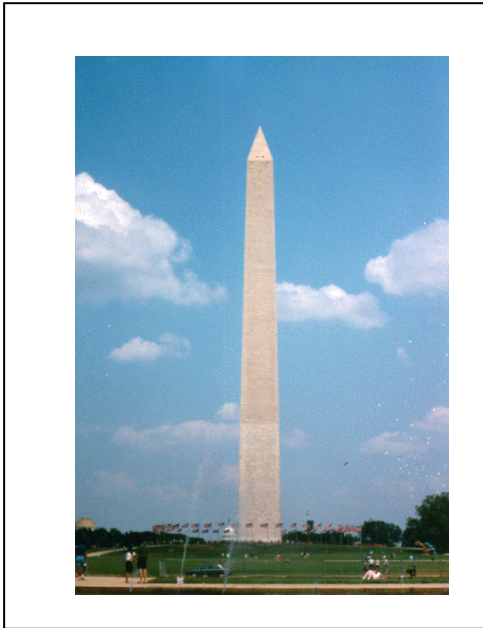
**State
Motto**



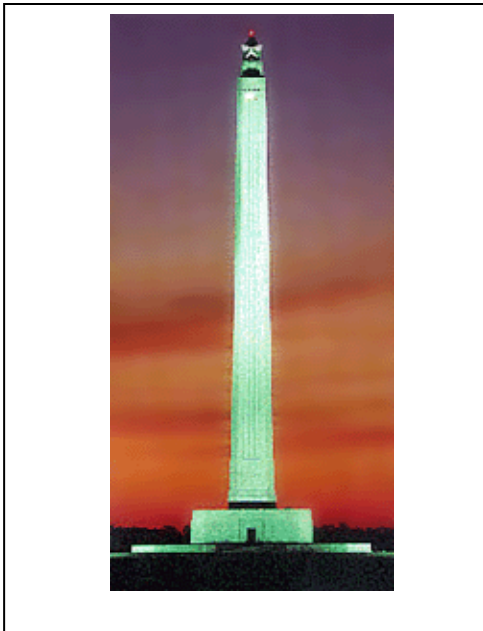
White House



National Anthem



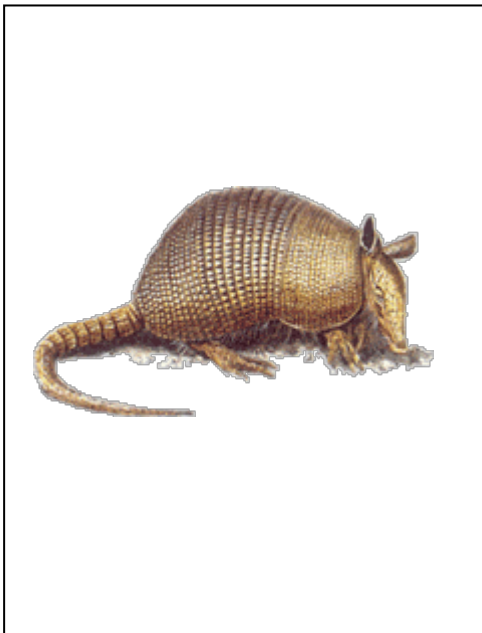
**Washington
Monument**



**San
Jacinto
Monument**



State Song



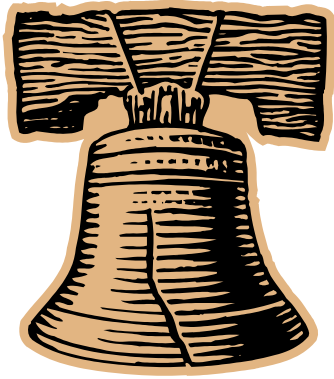
State Small Mammal



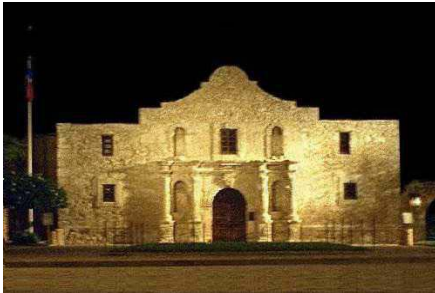
**State
Large
Mammal**



**Statue
of
Liberty**



**Liberty
Bell**



**The
Alamo**



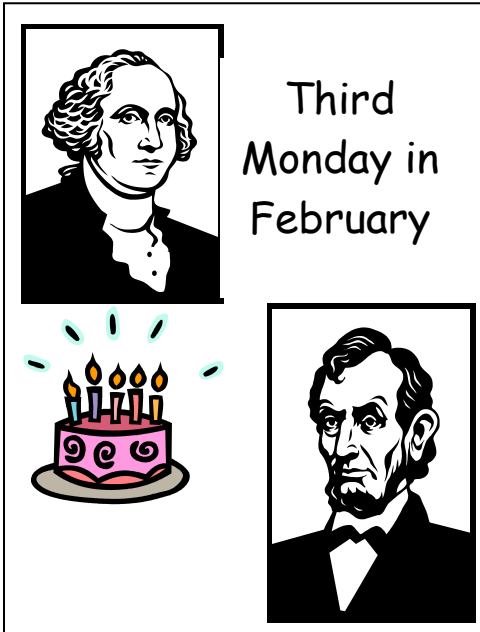
**National
Capitol
Building**



**State
Capitol
Building**



The Pledge of Allegiance



Third
Monday in
February

Presidents' Day

JULY 4th



**Independence
Day**



**Third Monday in
January**

**Martin
Luther
King
Day**



Veterans Day



Old Uncle Sam