

UNO *Classroom*



UNO Everywhere

Instructions

Objective:

"UNO Everywhere" adapts the classic UNO card game into various educational and physical activities, suitable for classroom settings, team-building, or fitness sessions. The game encourages learning, movement, and interaction through different themed versions of UNO, including Fitness, Geography, Icebreaker, Literacy, and a customisable Blank version.

Players:

Suitable for pairs or teams, adaptable for classroom-sized groups.

Materials:

- A deck of 108 UNO cards.
- Printable game cards for each version of the game.
- Paper and pens are used to write answers (for specific versions).

Gameplay Variations:


UNO Fitness

- Setup: Divide students into teams.
- Play: Teams draw cards from the pile and perform the exercise corresponding to the card's colour and number.
- Example: A Blue 9 card might require nine squat lunges or jumps.

Rotation: After completing the exercise, the next team member draws a card.




UNO Geography Cards

- Setup: Students in pairs.
 - Play: Pairs draw cards and answer geography questions based on the card's colour and number.
 - Example: A Blue 4 card requires naming four countries starting with A, B, C, or D.
 - Competition: The pair with the most completed cards wins.
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UNO Icebreaker Cards

- Setup: Teams of four.
- Play: A player places it on their forehead without looking at the card. Teammates act out clues to help guess the card's value.
- Example: For a Blue 8 card, teammates could create a math sum of 8.
- Rotation: Players take turns being the guesser.

UNO Literacy Cards

- Setup: Pairs.
 - Play: Pairs draw cards and complete literacy tasks based on the card's colour and number.
 - Example: A Blue 4 card might require listing four rhyming words.
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UNO Blank Cards


- Customisable: Teachers or students can create their own questions and tasks related to current lessons or subjects.
- Flexible Use: This can be a lesson starter, review game, or educational activity.




Winning the Game:

Varies by version. In some, the goal is to complete the most cards or exercises. In others, the focus is on participation and learning rather than competition.

Variations for Different Settings:

- Educational Edition: Tailor the blank UNO cards to specific subjects or learning goals.
 - Fitness Edition: Focus on physical exercises and challenges in the Fitness version.
 - Team Building Edition: Use the Icebreaker version to foster communication and teamwork.
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Additional Notes:

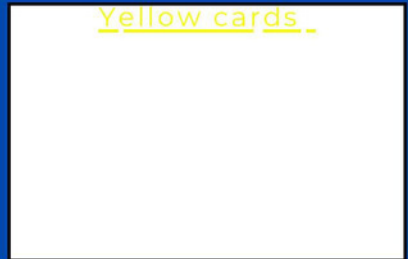
- UNO Everywhere offers a versatile and engaging way to incorporate a beloved card game into various educational and physical activities.
 - It's adaptable to different group sizes and settings, making it an effective tool for learning, physical activity, and team-building.
 - The game encourages creativity, collaboration, and active participation and is suitable for all ages.
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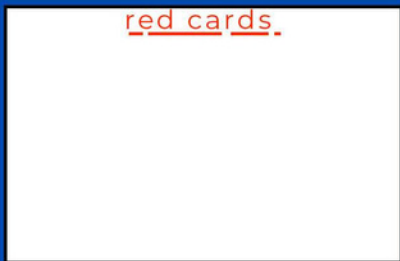
blue cards



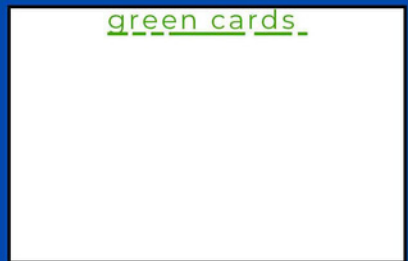
Yellow cards



red cards



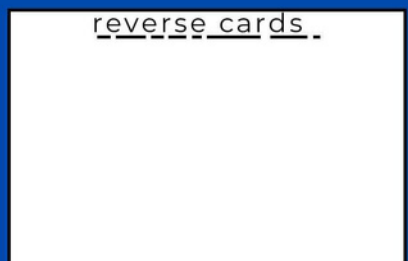
green cards



skip cards



reverse cards



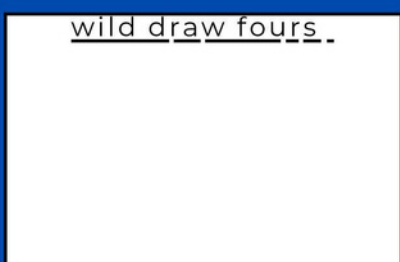
draw twos



wild cards



wild draw fours



UNO® ICEBREAKER CARDS



blue cards

use a numeracy question so that the player gets the answer to match the colour and number



Yellow cards

Sing this answer using names of world leaders to figure out the number on the card



red cards

For this colour you have to mime the number on the card without using your fingers



green cards

For this colour you must create a unique handshake so that the guesser can figure out the number on the card



skip cards

The entire group needs to skip around the playing area if they select this card



reverse cards

Group members all need to try and form the shape of an animal and make the animal sound together while one member has to guess the card



draw twos

If a group gets this card they all need to go up to another group and give each member a compliment



wild cards

Groups that select a Wild card must create a wild 10 second group dance together



wild draw fours

All group members must create a group hold with only four body parts touching the ground

UNO LITERACY CARDS



blue cards

Write down rhyming words that you can think of.



Yellow cards

Write down nouns that you can currently see.



red cards

Write down titles of books that you can think of off the top of your head



green cards

Write down nursery rhymes, as many as the number on the coloured card



skip cards

Show this card to another team and they have to repeat their current card again.



reverse cards

Spell one of the following places backwards:
australia
New Zealand
United Kingdom



draw twos

Write down 10 countries starting with the first letter of a group members name



wild cards

Your team goes wild, and has to sing the alphabet while in a plank position



wild draw fours

This is a free card. Your team gets the points for this card and does not need to complete any questions

UNO® FITNESS CARDS



blue cards

Complete one of the following exercises:
Squats
Lunges
Squat jumps



Yellow cards

Complete one of the following exercises:
Push ups
burpees
dips



red cards

Complete one of the following exercises:
sit up
leg raises
glue raises



green cards

Complete one of the following exercises:
star jumps
chair squats
donkey kicks



skip cards

Skip around the classroom or to a designated area outside and back again.



reverse cards

run backwards around the classroom or to a designated area outside and back again.



draw twos

Complete 20 reps of the colour on the card.



wild cards

Pick another team to repeat the card they are currently completing.



wild draw fours

Hold a 30 second static hold as a team. Either plank, squat hold or a wall sit.

UNO® GEOGRAPHY CARDS



blue cards

Write down countries that start with the letter 'A', 'B', 'C' or 'D'.



Yellow cards

Write down capital cities from Europe or Asia.



red cards

Write down oceans, lakes, rivers or waterfalls from around the world.



green cards

Write down famous landmarks from around the world.



skip cards

as a team skip around the classroom or the playing area



reverse cards

as a team run backwards around the classroom or the playing area



draw twos

write down 20 answers for the colour of the draw 2 card



wild cards

This is a free point card. Your team gets to keep the card and not answer any questions



wild draw fours

Ask another team to complete the card they are working on again