

UNO Everywhere

PLAY

UNO Everywhere – Family Edition transforms the classic UNO card game into a multi-faceted experience that incorporates educational challenges, physical activity, and creative tasks. Players draw cards and, based on the card's colour and number, perform a corresponding activity—whether it's a fitness exercise, answering a geography question, acting out an icebreaker, or completing a literacy challenge. The game's purpose is to encourage learning, movement, and interaction in a fun, versatile setting.



Family Objects

Encourage Creativity and Quick Thinking:

Family members engage in various fun challenges based on UNO cards, sparking quick decision-making and creative problem-solving as they complete tasks ranging from physical exercises to word puzzles.

Promote Active Learning and Physical Fitness:

Participants incorporate movement and exercise into the game through the Fitness version, while also sharpening their knowledge and skills in areas like geography and literacy in other versions.

Foster Teamwork and Positive Interaction:

Working in pairs or teams, players collaborate, share ideas, and support each other—whether acting out clues in the Icebreaker version or discussing strategies in the Educational and Team Building versions—thereby building strong connections and a positive, engaging atmosphere.



Success Milestones

Effective Task Completion:

Family members complete the challenges associated with each UNO card—whether physical exercises, answering questions, or performing creative tasks—demonstrating both active participation and quick thinking.

Strategic and Collaborative Play:

Teams work together to maximise their performance across different game versions, showcasing clear communication, effective strategy, and mutual encouragement throughout the activity.

Positive Engagement and Learning:

Participants share their answers, ideas, and creative expressions with enthusiasm, contributing to a supportive environment where learning, fun, and physical activity go hand in hand.

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Objective:

UNO Everywhere – Family Edition transforms the classic UNO card game into a multi-faceted experience that incorporates educational challenges, physical activity, and creative tasks. Players draw cards and, based on the card's colour and number, perform a corresponding activity—whether it's a fitness exercise, answering a geography question, acting out an icebreaker, or completing a literacy challenge. The game's purpose is to encourage learning, movement, and interaction in a fun, versatile setting.

Players:

- Best played in pairs or teams, making it adaptable for both small groups and larger family gatherings or classroom sessions.

Materials:

- A deck of 108 UNO cards
- Printable game cards or instruction sheets for each themed version (Fitness, Geography, Icebreaker, Literacy, and Blank customisable version)
- Paper and pens (for writing answers, if applicable)
- Timers (to manage game phases, if desired)

Setup:

1. Preparation:

- Print and cut out the themed instruction sheets/cards from the provided PDF.
- Arrange a central table or designated area where the UNO cards and additional materials are accessible to all teams.

2. Introduction:

- Explain the game's concept and the various versions available (e.g., Fitness, Geography, Icebreaker, Literacy, Blank).
- Clarify the rules for each version and how the dice (if applicable) or card details determine the task to be completed.

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Gameplay:

1. General Play:

- Players draw UNO cards from the deck as per traditional UNO rules.
- When a card is played, its colour and number dictate a specific challenge based on the themed instruction sheet.

2. Version-Specific Activities:

◦ UNO Fitness:

- Teams draw a card and perform a physical exercise corresponding to the card's colour and number (e.g., a Blue 9 might require nine squat lunges or jumps).
- Players rotate turns, ensuring everyone contributes to the team's movement.

◦ UNO Geography:

- In pairs, players draw a card and then answer a geography question related to that card (e.g., a Blue 4 might require naming four countries that start with a certain letter).
- Points are awarded for correct answers, encouraging friendly competition.

◦ UNO Icebreaker:

- In teams of four, one player places the card on their forehead without looking. Teammates provide nonverbal clues to help the guesser determine the card's value (e.g., a Blue 8 might be hinted at through a creative math sum).
- Roles rotate to ensure everyone gets a turn.

◦ UNO Literacy:

- Played in pairs, where players draw a card and then complete a literacy task based on the card's details (e.g., a Blue 4 might require listing four rhyming words).

◦ UNO Blank (Customisable):

- Teachers or players create their own questions and challenges related to current lessons or interests, making the activity flexible and adaptable.

3. Time and Scoring:

- Depending on the version, you can set a time limit (e.g., a 10–15 minute session) or a specific number of rounds.
- Points can be tallied based on correct answers, successful completion of tasks, or overall participation, though the focus is primarily on learning and fun rather than strict competition.

Winning the Game:

- The winning criteria vary by version. For some versions, the team or pair with the most completed tasks or points wins.
- In other versions, the focus is on participation and the positive learning experience rather than on competition.
- The overall aim is to have fun, encourage creativity, and foster a supportive, interactive environment.

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Variations for Different Settings:

- **Educational Edition:**

Tailor the blank UNO cards and instruction sheets to align with specific subjects or learning goals.

- **Fitness Edition:**

Emphasise physical exercises, adjusting them to suit various fitness levels.

- **Team Building Edition:**

Focus on strategies that enhance communication and cooperation, with collaborative challenges that encourage group problem-solving.

- **Youth Group Edition:**

Use age-appropriate and engaging prompts to ensure that younger participants are both challenged and entertained.

Additional Notes:

UNO Everywhere – Family Edition is a versatile and engaging way to bring the beloved classic UNO game into a broader context that incorporates learning, physical activity, and creative expression. It's perfect for sparking creativity, fostering teamwork, and encouraging active participation in a fun, supportive environment. Enjoy the dynamic challenges, celebrate your successes, and let the game inspire both learning and laughter among all players!



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

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



blue cards



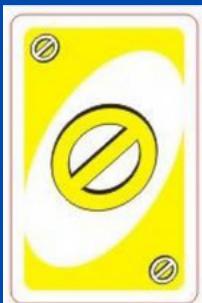
Yellow cards



red cards



green cards



skip cards



reverse cards



draw twos



wild cards



wild draw fours