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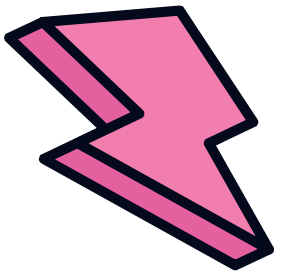
Classroom

G A M
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PLAY



UNO Classroom



UNO is one of the most iconic card games ever created. I'm sure all of you have fond memories of a family holiday or camping trip where UNO provided endless hours of entertainment most evenings. In today's pack, we have included four fun and effective class games using a deck of 108 UNO cards.

This pack includes our blank template so you can utilise it for any subject you are currently teaching. We highly recommend starting with the icebreaker game or using the fitness game for a classroom energy break. Below are instructions as well as the printable game cards. Students will be required to work in pairs, each pair will need to have their own game card.

UNO Fitness

Uno Fitness is the perfect game to start your day or to use as an energy break activity. It is designed to get everyone moving, generating high energy levels so they're all eager and willing to learn.

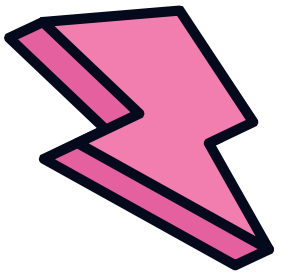
Divide your students into four or five teams. One student from each team moves to the centre of the room and takes one card from the draw pile. As a group, the students complete the set number of exercises assigned to that card. For example: Blue 9 equates to nine squat lunges or squat jumps. Once each member has completed nine repetitions the next team member chooses another card. If a '0' is chosen 10 reps are to be completed. The attached game card below shows the different exercises assigned to each card.

UNO Geography cards

For this game students are split into pairs. Similar to UNO fitness, each pair chooses one card from the draw pile. Each card has a geography question relating to the card colour and number and students will need to write down their answers on a blank piece of paper. The number on the card is how many answers they need to complete. For example: a Blue 4 equates to 4 countries starting with A, B, C or D. Once completed a new card is chosen from the draw pile. If the same colour is chosen a second-time round, the same answers cannot be repeated. At the end of the game the pair with the most cards completed will be awarded the UNO Geography Champions.



UNO Classroom



UNO Icebreaker cards

This game is played in teams of four using the same format as in previous games. The one difference is that they must not look at the card. They are to place the card on their forehead so that all group members can see the card. The remaining three group members must act out the number or the movement specified so that the card holder can guess what card this is. For example: If the card holder has a Blue 8 on their forehead the group members will need to make up a maths sum that equals 8, i.e. $4 + 4$, or $2 + 6$. Once the card holder answers 8 they will see that blue cards are numeracy questions. Students will rotate through so that they all get the chance to be the card holder and to guess what card they have on their head.

The other cards explain what is required when they are selected on the attached sheets. This is an awesome icebreaker/team building game that encourages groups to work together. At the end of the game the team with the most cards will be crowned the winners (should you decide to make it a competition). We personally don't worry about this as the real winner is the laughs and energy created with your students.

UNO Literacy cards

You will need to split the group into pairs, each pair chooses one card from the draw pile as in previous games. Students write down the answers for that card on a piece of paper. The number on the card is how many answers they need to complete. For example: If a pair chooses a Blue 4, they must write down 4 rhyming words.

Once completed a new card is selected from the draw pile. If pairs draw the same coloured card again they cannot use the previous answers. This game can be played for a set time frame or until all 108 UNO cards have been drawn.

UNO Blank cards

This blank game card is our favourite as it can be used for any subject that you are currently teaching. It can be a lesson starter, or a revision game covering any topic you have been teaching to your students. The students can create their own questions relating to the lesson. Not only is this a lot of fun, it's a great way to see how much knowledge the students have gained or areas that may need more classroom discussion. It's such a powerful concept when you give students ownership of creating their own game.

UNO® FITNESS CARDS



BLUE CARDS
 COMPLETE ONE OF THE FOLLOWING EXERCISES:
 SQUATS
 LUNGES
 SQUAT JUMPS



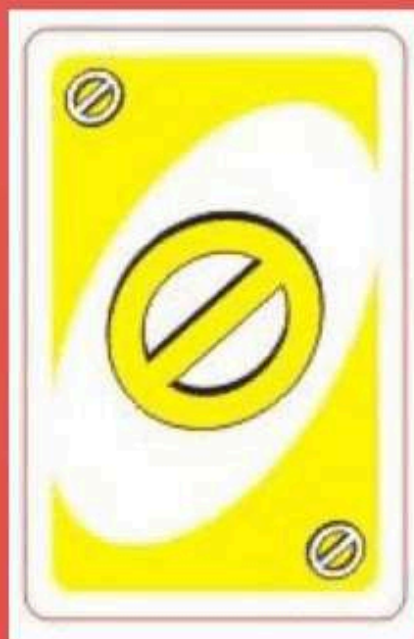
YELLOW CARDS
 COMPLETE ONE OF THE FOLLOWING EXERCISES:
 PUSH UPS
 BURPEES
 DIPS



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



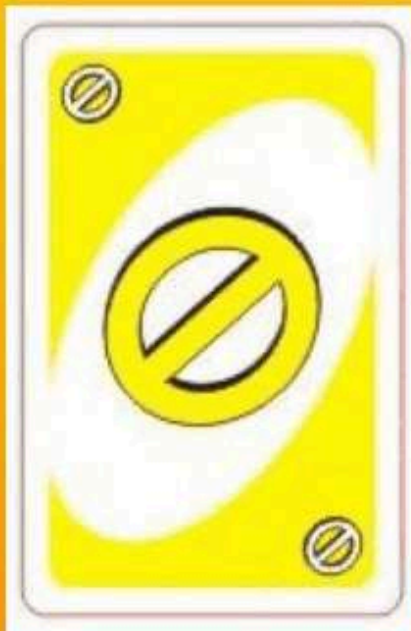
RED CARDS

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® CARDS



BLUE CARDS



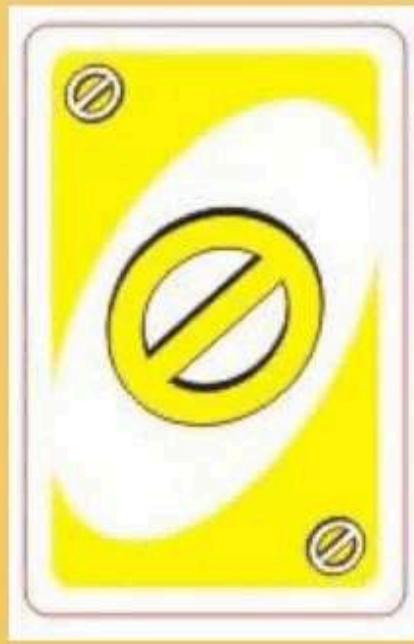
YELLOW CARDS



RED CARDS



GREEN CARDS



SKIP CARDS



REVERSE CARDS



DRAW TWOS



WILD CARDS



WILD DRAW FOURS



UNO LITERACY CARDS



BLUE CARDS

WRITE DOWN RHYMING WORDS THAT YOU CAN THINK OF.



YELLOW CARDS

WRITE DOWN NOUNS THAT YOU CAN CURRENTLY SEE.



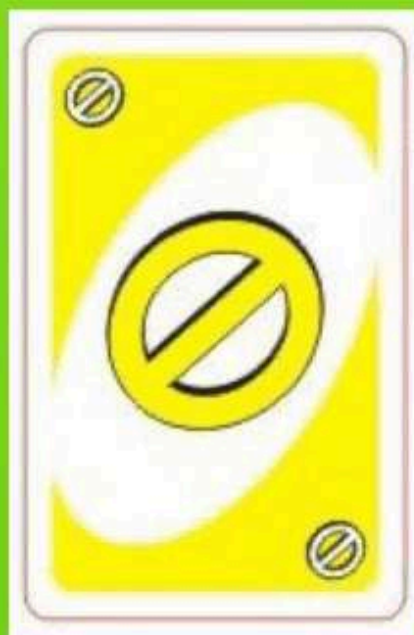
RED CARDS

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

