

VALUES



TITLE: UNO

AGE GROUP: 7+ (game variations at the end, depending on students' skills)

PREPARATION: formation of playing groups so that everybody can play; arrangement of tables and chairs to play cards; getting to know suits and numbers/figures.

DURATION: 5-10 minutes per round, multiplied by the number of rounds

LEARNING OUTCOME: Enable learners to develop appropriate values, habits and attitudes when handling money.

KEY CONCEPTS: The aim of the game is to be the first player to score 500 points, achieved (usually over several rounds of play) by being the first to play all of one's own cards and scoring points for the cards still held by the other players.

MATERIALS NEEDED: 1 deck of playing cards for each playing group

DESCRIPTION:

(As specified in the given deck of cards.) The players are dealt 7 cards each and the top card of the remaining deck is flipped over and set aside to begin the discard pile. The player to the dealer's left plays first unless the first card on the discard pile is an action or Wild card (see below). On a player's turn, they must do one of the following:

- play one card matching the discard in color, number, or symbol;
- play a Wild card, or a playable Wild Draw Four card (see restriction below);
- draw the top card from the deck, then play it if possible.

Cards are played by laying them face-up on top of the discard pile. Play proceeds clockwise around the table.

Card	Effect when played from hand	Effect as first discard
Skip	Next player in sequence misses a turn	Player to dealer's left misses a turn
Reverse	Order of play switches directions (clockwise to counterclockwise, or vice versa)	The dealer plays first; play proceeds counterclockwise
Draw Two (+2)	Next player in sequence draws two cards and misses a turn	Player to dealer's left draws two cards and misses a turn
Wild	Player declares the next color to be matched (may be used on any turn even if the player has matching color)	Player to dealer's left declares the first color to be matched and plays a card in it
Wild Draw Four/Draw Four Wild (+4 and wild)	Player declares the next color to be matched; next player in sequence draws four cards and misses a turn. May be legally played only if the player has no cards of the current color (see Penalties).	Return card to the deck, shuffle, flip-top card to start discard pile

A player who draws from the deck must either play or keep that card and may play no other card from their hand on that turn.

A player may play a Wild card at any time, even if that player has other playable cards.

A player may play a Wild Draw Four card only if that player has no cards matching the current color. The player may have cards of a different color matching the current number or symbol or a Wild card and still play the Wild Draw Four card.[4] A player who plays a Wild Draw Four may be challenged by the next player in sequence (see Penalties) to prove that their hand meets this condition.

If the entire deck is used during play, the top discard is set aside and the rest of the pile is shuffled to create a new deck. Play then proceeds normally.

It is illegal to trade cards of any sort with another player.

A player who plays their next-to-last-card must call "Uno" as a warning to the other players.[5]

The first player to get rid of their last card ("going out") wins the hand and scores points for the cards held by the other players. Number cards count their face value, all action cards count 20, and Wild and Wild Draw Four cards count 50. If a Draw Two or Wild Draw Four card is played to go out, the next player in the sequence must draw the appropriate number of cards before the score is tallied.

The first player to score 500 points wins the game.

Penalties

If a player does not call "Uno" after laying down their next-to-last card and is caught before the next player in sequence takes a turn (i.e., plays a card from their hand, draws from the deck, or touches the discard pile), they must draw two cards as a penalty. If the player is not caught in time (subject to interpretation) or remembers to call "Uno" before being caught, they suffer no penalty.

If a player plays a Wild Draw Four card, the following player can challenge its use. The player who used the Wild Draw Four must privately show their hand to the challenging player, in order to demonstrate that they had no matching colored cards. If the challenge is correct, then the challenged player draws four cards instead. If the challenge is wrong, then the challenger must draw six cards; the four cards they were already required to draw plus two more cards.

Variations:

1. Remove special cards. Only same suit or same value. The winner of a round is the person who plays all their cards.
2. One can only play one card at a time.
3. If one has a matching card, they have to play it.
4. The players agree at the beginning on the number of rounds or on the number of points to be reached. They summarize the remaining cards at the end of each round to get the score of the winner of that round. The

final winner is the person with the top score or the one who reaches the preset score.

5. If a draw card is played, and the following player has the same card, they can play that card and "stack" the penalty, which adds to the current penalty and passes it to the following player. Players decide whether a +4 can be stacked on a +2, or vice versa or not.
6. The person who played the 7 card is able to switch all of their cards with another player.
7. The player who played the 0 card is able to make every player exchange all their cards to the next player.
8. If a player has exactly the same card (both number and color) as the top card of the discard pile, they may play it immediately, even if it is not their turn. The game then continues as if that player had just taken their turn.
9. There are special decks available with more action cards:
 - Friendship card: the player can swap his/her hand with another player.
 - X-Ray card that lets a player see another's hand and strategically exchange a card.
 - Mayhem card: the player who plays it causes everyone to swap hands. The direction of the swap is determined by the player playing the card.
 - Evil card: the player holding this card can steal the top card from the DISCARD pile at any point in the game, even if it's not his or her turn.
 - Travel card: allows the player to "travel" to another player's spot and view his or her entire hand.
 - Draw Three card
 - Howler card: the player who uses the card may select another player to say all of their cards aloud
 - Harvest card: the player who plays the harvest card selects another player to draw from the DRAW pile until he/she draws a green card, which will allow them to complete the harvest (or, until they draw 5 cards, whichever comes first)

- Merlin Card: when you play this card you call out a color of your choice. All other players draw cards from the DRAW pile until each draws a card of that color. All of the cards that they draw are added to the cards in their hands.
- Racer X card: the player who uses this card draws a card from the draw pile onto the discard pile and the depending on the number, the next player must place a card that follows the number drawn before. For example, player A draws the racer X card and draws a card with the number 3. The next player must place a card with the number 4 (regardless of colour) and the next player must place a card with the number 5 and so on. If they reach 9, they must start over with 0 until a player is unable to place a card and he/she must draw three cards.
- Super Absorbency card, a wild card which requires the next player to draw one card from all other players' hands at random.
- Secret Recipe card: allows the player to look at another player's hand. The player can also select a new color just like a wild card.

and so on.

RESOURCES: Wikipedia