

L e s s o n P l a n

UNO CARD GAME

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Level: Elementary / Pre-Intermediate

Time: about 20 minutes

Aims: revision of grammar tenses: present simple and continuous, past simple and present perfect, development of reading and speaking skills

Materials: two sets of cards, giving a total of 80 cards

Procedure: Uno is a fast moving card game. In this version, students practice four grammar tenses (present simple and continuous, past simple and present perfect)

Setting up

It is best to have groups of four or five students per set of cards.

Playing the game

Shuffle the cards and deal out six per player. Place one card (not a penalty card) face up, and put the rest of the cards (the pack) face down beside it.

The aim of the game is to get rid of all your cards. You can discard a card onto the pile if it is the same character or the same grammar tense as the current card showing. Eg. if the card is showing: *'Ben ate a cake'* then you can throw down any *'Ben'* card or any *'simple past tense'* card.

The penalty cards are: *'Skip'* -the next player skips one turn; *'Reverse'* -the order of play reverses; *'Draw two'* -the next player draws two cards from the pack unless he/she can put any *'Draw two'* card down. In that case, the next player who can't throw a *'Draw two'* card, has to pick up the total number of cards from the pack.

The *'Wild'* card can be played at any time and the thrower has to call out the new character.

When a player throws down his penultimate card, he must shout 'UNO' before the next player takes his turn. Failure to do so, results in a penalty of two cards from the pack.

Students should read the text as they throw down each card.

Acknowledgement: This is a modification of the activity

'Uno Game for Prepositions' by Reggie Thomson

<http://www.reggie.net/teaching/unopreps.htm>