***Cards against Pedagogy***

* **OBJECTIVE:**Earn the most black cards (AKA *Awesome Points*).
* **NUMBER OF PLAYERS:** 4+ players
* **MATERIALS:**Cards Against Pedagogy deck
* **TYPE OF GAME:**Card game
* **AUDIENCE:** Faculty

**SETUP for *Cards against Pedagogy***

* While you can play *Cards against Pedagogy* with as few or as many players as you want, the more people play, the merrier, we say!
* To start, separate the black cards and the white cards if they aren’t already.
* Then, each active player draws 6 white cards from the box.
	+ Each player can only look at their own set of 6 white cards.
	+ All other cards that haven’t been distributed must remain face down in a pile or in the box.

**HOW TO PLAY *Cards against Pedagogy***

1. Choose a player to start the game as the *Card Czar*. There are many methods of choosing the first player to become the Card Czar, such as:
	1. The youngest player
	2. The player with the next birthday
	3. The player who teaches the highest numbered course
	4. The player who has been at UCF the longest
2. Once chosen, the Card Czar picks and plays a black card by reading it aloud to all the other players.
	1. The black cards are fill-in-the-blank.
3. Active players who are not the Card Czar choose a white card from their hand that they think best completes the phrase or sentence(s). These cards are passed to the Card Czar, **face-down**, for consideration.
4. The Card Czar shuffles and reads the responses aloud to the group.
	1. For the full effect, the Card Czar must re-read the black card and substitute the blank with each white card, one by one.
5. Whichever the Czar thinks is the **funniest** wins the round.
	1. Whoever played the white card takes the black card and keeps it as their *Awesome Point***.**
6. After the round is finished, the player on the left of the current Card Czar becomes the next Czar, and the rules repeat.
	1. ***Keep in mind***: *Players must replace their cards in order to maintain a hand of 6 cards.*