



Bingo:

Bingo is a great game for practicing questions/answers as well as negatives. Children want to draw the cards themselves, so I make Bingo a guessing game. As an example, for the people set:

One student takes a card and asks the other students 'What's he?' The other students guess 'Is he a mailman?' 'Yes. He's a mailman. / No. He's not a mailman.'

This will work across the board for almost any set varying the question/answer. ex. What's this? Is it ~.

Practice Vocabulary

Distribute to each student one 3x3 Bingo card that contains pictures of vocabulary words in each square (see the Resources section if you don't already have Bingo cards).

Draw a random word card from a deck of flashcards or a bag, and call out the vocabulary word on the card. Students search and mark the corresponding vocabulary pictures on their bingo card.

Continue until a student calls out, "Bingo!" Again, a student may call out, "Bingo!" only if that student has crossed off three squares in a row horizontally, vertically, or diagonally. The first student with a Bingo is the winner.

Practice Reading

Distribute to each student one 3x3 Bingo card with a vocabulary word typed into each square. If you have time, you could distribute blank Bingo cards and present the students with a list of vocabulary words they should recognize. The students write in the words themselves to practice writing.

Draw a random word card from a deck of flash cards or a bag and call out the word (alternatively, you could show the students a picture that corresponds with a vocabulary word). The students search for the written word on their cards and cross it off.

Continue until a student calls out, "Bingo!" This student is the winner. Again, students can only call out, "Bingo!" when they have crossed out five boxes in a row vertically, horizontally, or diagonally.

Ognib:

This is just what it sounds like, Bingo in reverse. Students choose five pictures and circle/place chips on them.

If one of the student's choices comes up, they can erase their mark or remove their marker. When all have been removed the student wins and shouts, "OGNIB!" This is a great change of pace and



will last longer than bingo. You will see about 80% of the vocabulary appear before you get a winner.

Gimme that:

Have the students look at their cards for 10-15 seconds and memorize them. Then draw cards one at a time and say the vocabulary word.

If that word appears on the student's bingo card the student will say something like, 'I want that card.' 'May I have that card.' (or 'Gimme that.' which I don't actually endorse.) Another option is to elect a group leader to read for each round.

Award one point for correct choices and minus 2 for incorrect choices. This game is also known as Wordwish and I Want That Card.

For One on One or pair work:

Hide your bingo card from the other's sight. 'A' can call out one item and 'B' gets to mark his card. Then the 'B' calls out any item and 'A' gets to mark his card. Continue this until one person gets bingo. The first person to get bingo wins.

This can be done as a class activity and see how many wins each students can get during the allotted game time.

Another one on one game is to have A draw a card and B gets 3 guesses. If B can guess within 3 tries B can place a marker on her bingo board. If not, A can place a marker on her bingo board and then play shifts to B who draws a card. Then A gets 3 guesses. The first to get bingo is the winner.

Tips:

Make your own variations based on your classroom needs and tailor the game towards your lesson.

Check winner cards by having the winning student read back the three numbers or words she had in a row.

Experiment making your own cards by hand or in a Spreadsheet program.

Instead of crossing off called numbers or words, use buttons or pieces of card stock to cover the called squares so that each card can be reused so they last for years.

Always clarify rules and boundaries before activities and games to ensure each student has a fun and safe time.

All our Bingo card have pictures or words arranged differently. No card is identical.