

Bingo Instructions

Bingo can be used for teaching a variety of concepts, including basic shape or number recognition, mathematical operations, and word recognition. In classic bingo, the letters B, I, N, G, and O at the top of each card are combined with numbers on the cards to match a call. You can now create bingo puzzles in a variety of styles and layouts, with numbers, letters, words, images, and even shapes.

In order to get started here are a few rules.

Prepare:

Print out all of the different bingo cards for each player, plus a call sheet. Cut out the call sheet and place in a drawing bin. Lets use these [Short Vowel Bingo](#) cards as an example. Usually there are 20 different cards in each set.

Distribute:

Hand out one bingo card to each child. Each card should be different. You can also pass out bingo markers at this time. Here are some great examples; pennies, erasers, candy, bingo dabbers, buttons, foam, etc...)



Print and Hand Out

Call:

Assign yourself (and/or a helper) to be the “Caller.” The caller will pull from the call-sheet list and read it aloud, and show the image to everyone.

Call List

ă	ant, bat, can, cap, cat, fan, lamb, lamp, map, pants
ě	bed, bell, belt, bread, check, eggs, net, shell, sled, web
ř	clip, dish, fish, lips, milk, mitt, pig, pin, twig, twins
ů	box, clock, dog, fox, frog, knot, mop, pot, sock, stop
ů	bus, cup, drum, duck, nut, rug, stump, sun, thumb, truck

Bingo Markers:

Use creative bingo markers and have the students place their marker on the recently called word or image. Once a player has completed the correct pattern below, or another predetermined shape, that player will win BINGO!

BINGO

ă	ě	ř	ů	ů
		free space		

predetermined shape, that player will win BINGO!

Once they have all correct words/images marked, the caller will check and the player will receive a BINGO and WIN! You can play multiple times.