

GEOMY

a geometry vocabulary review game

GEOMY is a geometry review game for students who have covered the following terms:

- acute angle
- circle
- equilateral triangle
- hexagon
- intersecting lines
- scalene triangle
- line
- line segment
- parallel lines
- perpendicular lines
- obtuse angle
- octagon
- parallelogram
- pentagon
- plane
- point
- quadrilateral
- ray
- rectangle
- rhombus
- right angle
- right triangle
- square
- trapezoid

GEOMY is played with a twenty-five square board and markers, like BINGO. Each geometry term may be found in each section of the GEOMY cards. This unit contains six differently-formatted GEOMY cards. You may also want your students to design their own cards. A blank GEOMY card is provided for that purpose.

Print and laminate the GEOMY cards and the calling cards. Cut out the calling cards and place them face-down on a flat surface. Students may choose one person to be the caller or they may take turns.

As in traditional BINGO, GEOMY may be won by covering parts of the board:

- Three across diagonally, horizontally or vertically
- Four corners
- Cover-all
- Use your own pattern!

The GEOMY cards or the calling cards may also be used as individual flash cards to review and reinforce geometry vocabulary.



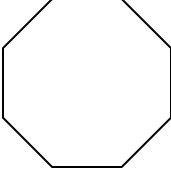
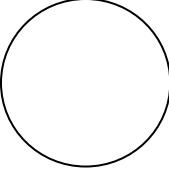
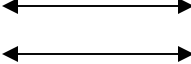
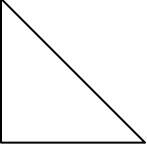
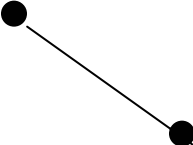
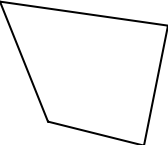
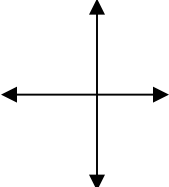
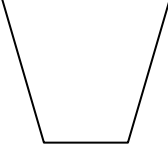

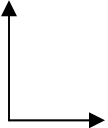
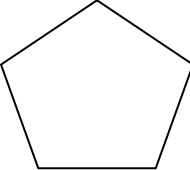
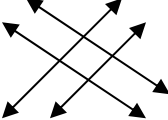


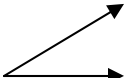
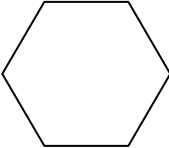
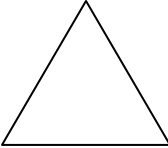
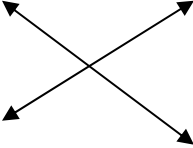
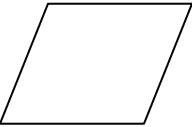
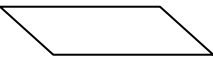
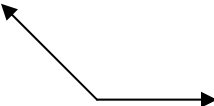
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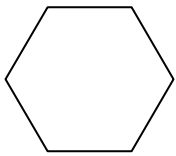
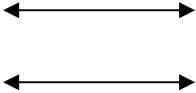

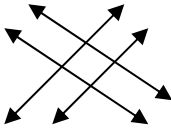
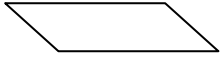

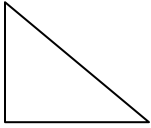
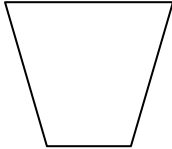
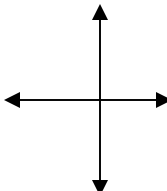

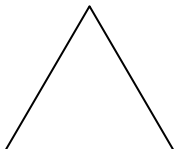
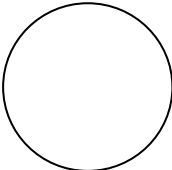
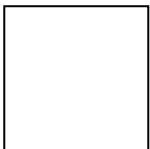

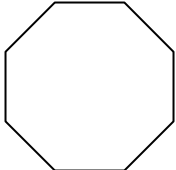

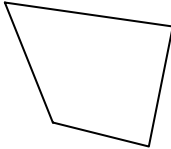
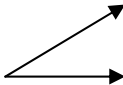
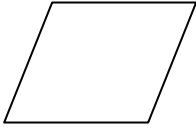

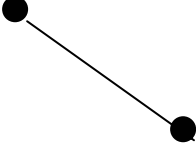
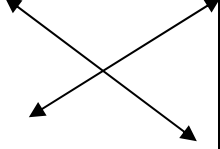
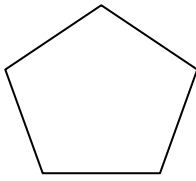
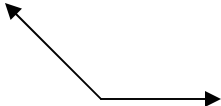
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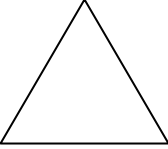
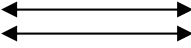
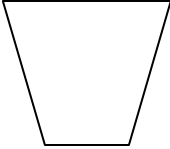
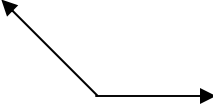

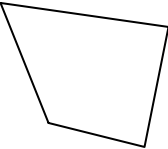
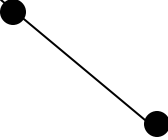
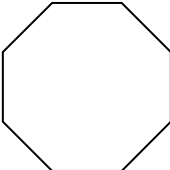


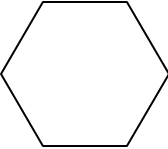

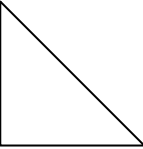
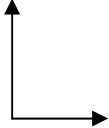
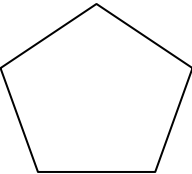
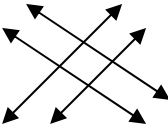
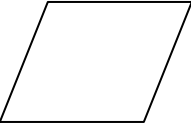
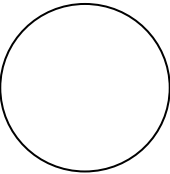

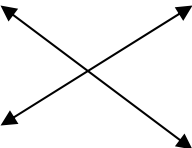
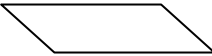

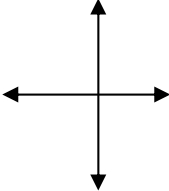
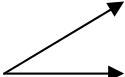
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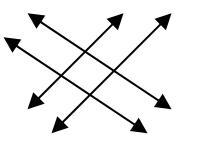
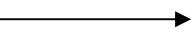
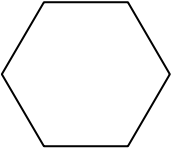
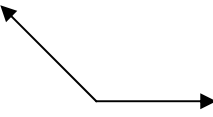
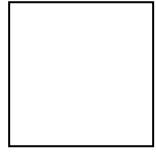
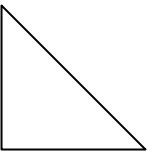
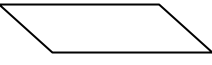
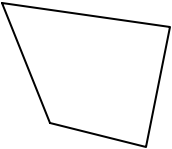
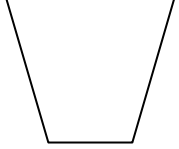
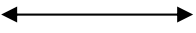

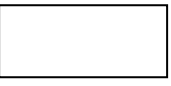
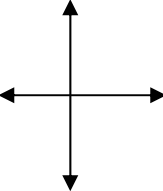
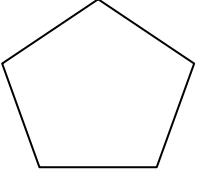
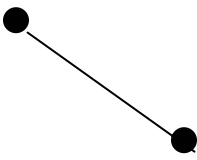
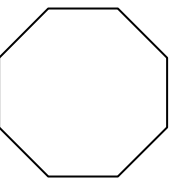
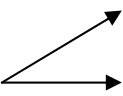
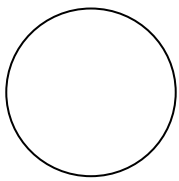

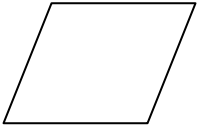
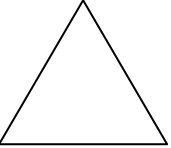
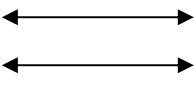
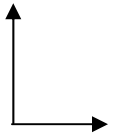
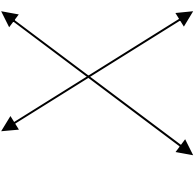
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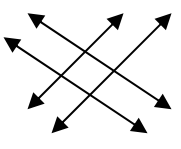
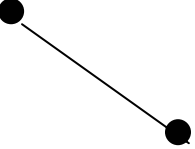
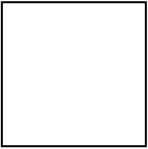


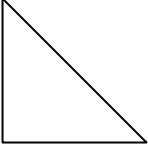
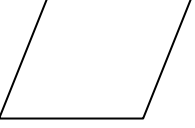
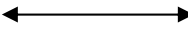
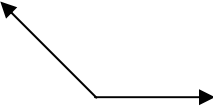
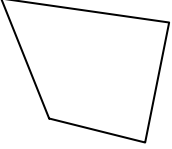
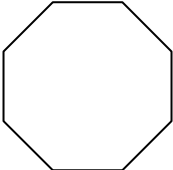

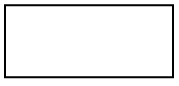
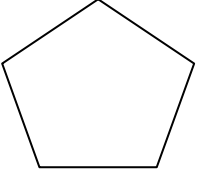
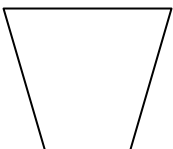

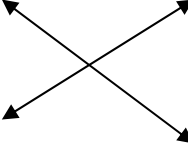
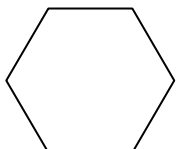

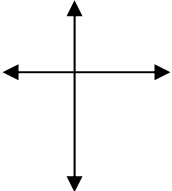
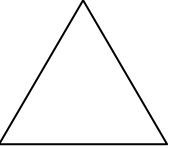
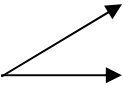

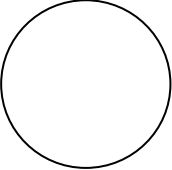
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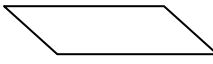
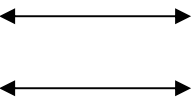
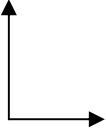
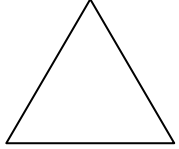

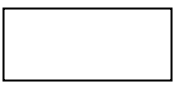
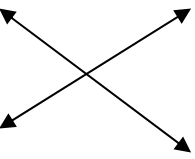
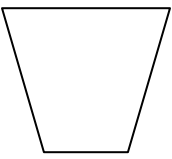
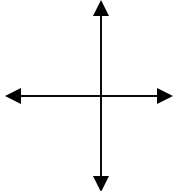
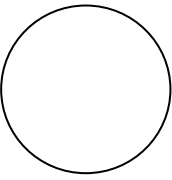
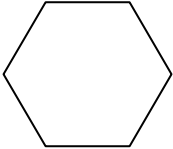
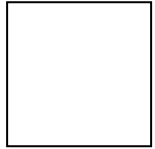
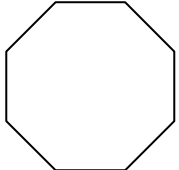
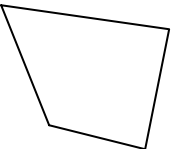


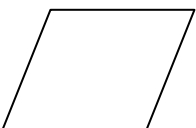
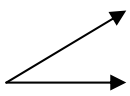

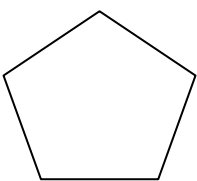
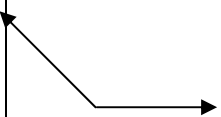
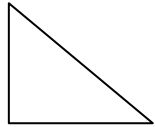
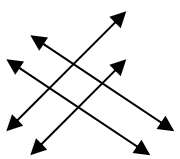
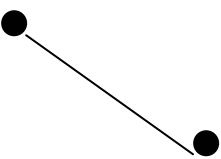
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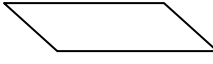
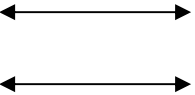
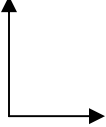
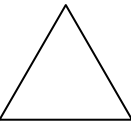

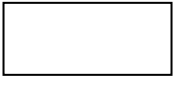
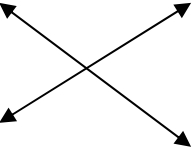
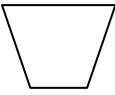
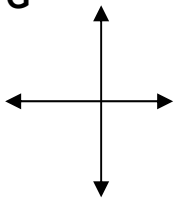
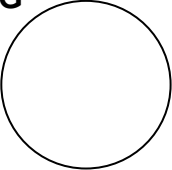
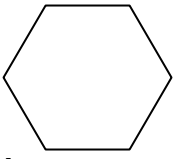
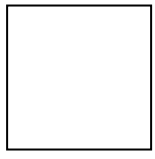
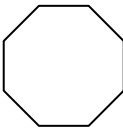
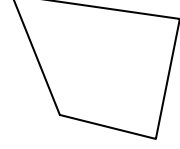
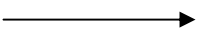

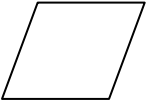
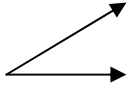
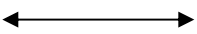
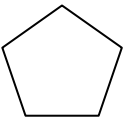
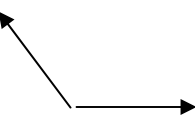
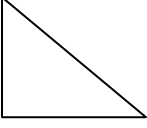
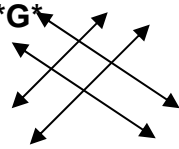
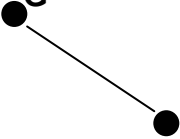
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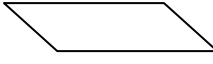
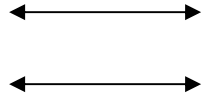
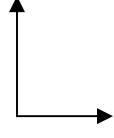
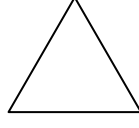

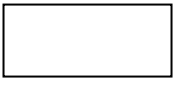
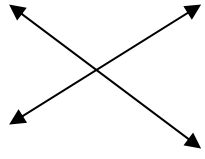
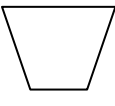
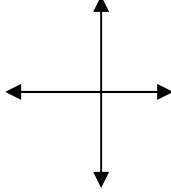
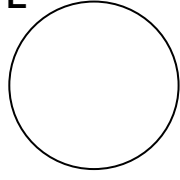
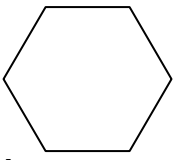
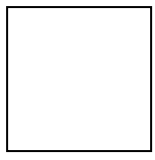
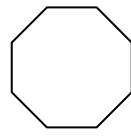
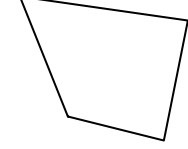
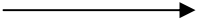

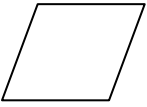
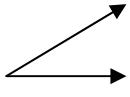
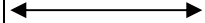
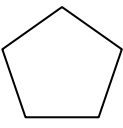
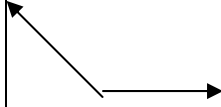
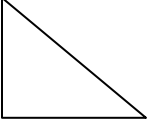
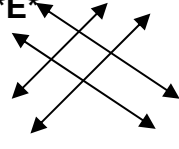
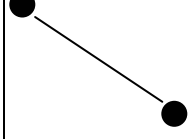
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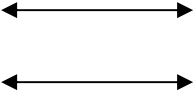

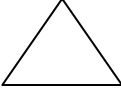

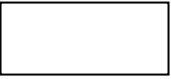
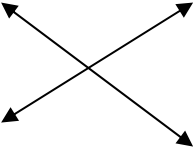
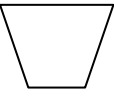
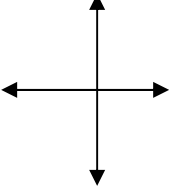
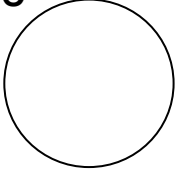
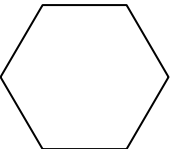
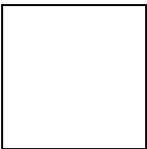
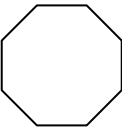
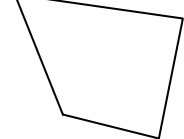
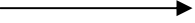

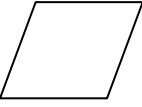
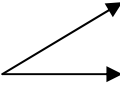
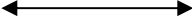
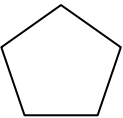
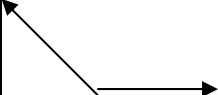
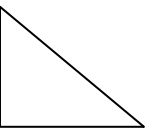
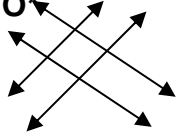
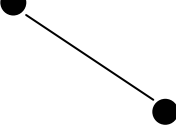
G Calling Cards

<p>*G*</p>  <p>parallelogram</p>	<p>*G*</p>  <p>parallel lines</p>	<p>*G*</p>  <p>right angle</p>	<p>*G*</p>  <p>equilateral triangle</p>	<p>*G*</p>  <p>isosceles triangle</p>
<p>*G*</p>  <p>rectangle</p>	<p>*G*</p>  <p>intersecting lines</p>	<p>*G*</p>  <p>trapezoid</p>	<p>*G*</p>  <p>perpendicular lines</p>	<p>*G*</p>  <p>circle</p>
<p>*G*</p>  <p>hexagon</p>	<p>*G*</p>  <p>square</p>	<p>G FREE SPACE</p>	<p>*G*</p>  <p>octagon</p>	<p>*G*</p>  <p>quadrilateral</p>
<p>*G*</p>  <p>ray</p>	<p>*G*</p>  <p>point</p>	<p>*G*</p>  <p>rhombus</p>	<p>*G*</p>  <p>acute angle</p>	<p>*G*</p>  <p>line</p>
<p>*G*</p>  <p>pentagon</p>	<p>*G*</p>  <p>obtuse angle</p>	<p>*G*</p>  <p>right triangle</p>	<p>*G*</p>  <p>plane</p>	<p>*G*</p>  <p>line segment</p>

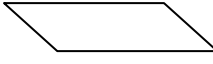
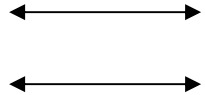
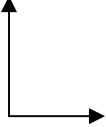
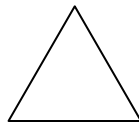

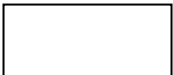
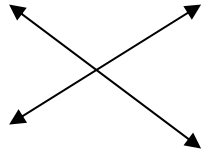
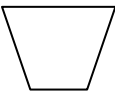
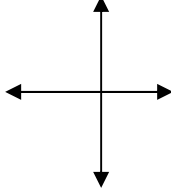
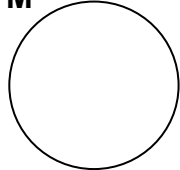
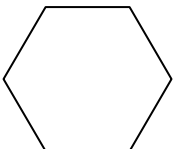
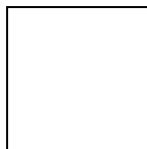
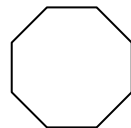
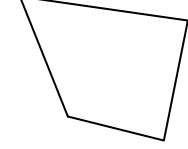
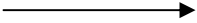

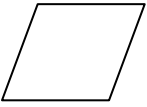
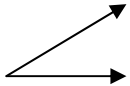
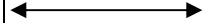
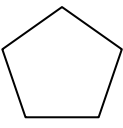
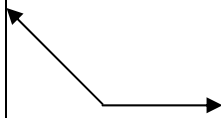
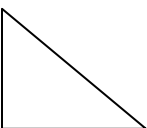
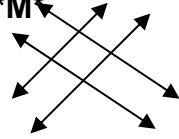
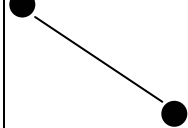
E Calling Cards

<p>*E*</p>  <p>parallelogram</p>	<p>*E*</p>  <p>parallel lines</p>	<p>*E*</p>  <p>right angle</p>	<p>*E*</p>  <p>equilateral triangle</p>	<p>*E*</p>  <p>isosceles triangle</p>
<p>*E*</p>  <p>rectangle</p>	<p>*E*</p>  <p>intersecting lines</p>	<p>*E*</p>  <p>trapezoid</p>	<p>*E*</p>  <p>perpendicular lines</p>	<p>*E*</p>  <p>circle</p>
<p>*E*</p>  <p>hexagon</p>	<p>*E*</p>  <p>square</p>	<p>E FREE SPACE</p>	<p>*E*</p>  <p>octagon</p>	<p>*E*</p>  <p>quadrilateral</p>
<p>*E*</p>  <p>ray</p>	<p>*E*</p>  <p>point</p>	<p>*E*</p>  <p>rhombus</p>	<p>*E*</p>  <p>acute angle</p>	<p>*E*</p>  <p>line</p>
<p>*E*</p>  <p>pentagon</p>	<p>*E*</p>  <p>obtuse angle</p>	<p>*E*</p>  <p>right triangle</p>	<p>*E*</p>  <p>plane</p>	<p>*E*</p>  <p>line segment</p>

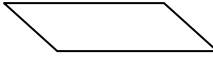
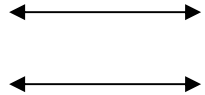
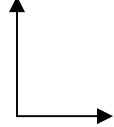
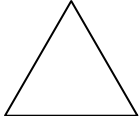

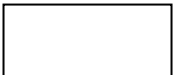
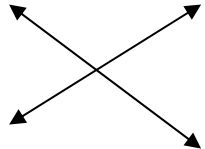
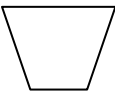
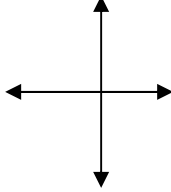
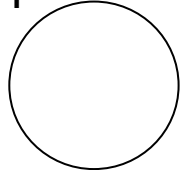
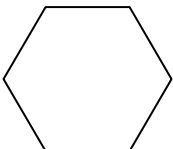
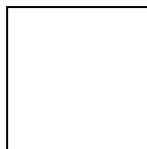
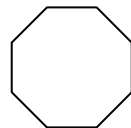
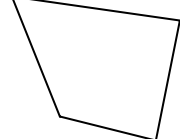
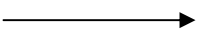

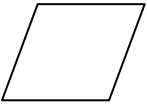
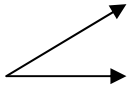
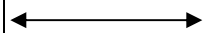
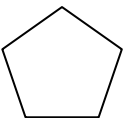
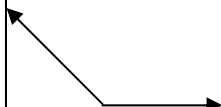
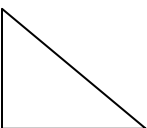
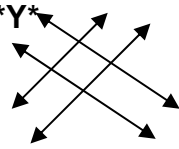
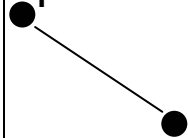
O Calling Cards

<p>*O*</p>  <p>parallelogram</p>	<p>*O*</p>  <p>parallel lines</p>	<p>*O*</p>  <p>right angle</p>	<p>*O*</p>  <p>equilateral triangle</p>	<p>*O*</p>  <p>isosceles triangle</p>
<p>*O*</p>  <p>rectangle</p>	<p>*O*</p>  <p>intersecting lines</p>	<p>*O*</p>  <p>trapezoid</p>	<p>*O*</p>  <p>perpendicular lines</p>	<p>*O*</p>  <p>circle</p>
<p>*O*</p>  <p>hexagon</p>	<p>*O*</p>  <p>square</p>	<p>O FREE SPACE</p>	<p>*O*</p>  <p>octagon</p>	<p>*O*</p>  <p>quadrilateral</p>
<p>*O*</p>  <p>ray</p>	<p>*O*</p>  <p>point</p>	<p>*O*</p>  <p>rhombus</p>	<p>*O*</p>  <p>acute angle</p>	<p>*O*</p>  <p>line</p>
<p>*O*</p>  <p>pentagon</p>	<p>*O*</p>  <p>obtuse angle</p>	<p>*O*</p>  <p>right triangle</p>	<p>*O*</p>  <p>plane</p>	<p>*O*</p>  <p>line segment</p>

M Calling Cards

<p>*M*</p>  <p>parallelogram</p>	<p>*M*</p>  <p>parallel lines</p>	<p>*M*</p>  <p>right angle</p>	<p>*M*</p>  <p>equilateral triangle</p>	<p>*M*</p>  <p>isosceles triangle</p>
<p>*M*</p>  <p>rectangle</p>	<p>*M*</p>  <p>intersecting lines</p>	<p>*M*</p>  <p>trapezoid</p>	<p>*M*</p>  <p>perpendicular lines</p>	<p>*M*</p>  <p>circle</p>
<p>*M*</p>  <p>hexagon</p>	<p>*M*</p>  <p>square</p>	<p>M FREE SPACE</p>	<p>*M*</p>  <p>octagon</p>	<p>*M*</p>  <p>quadrilateral</p>
<p>*M*</p>  <p>ray</p>	<p>*M*</p>  <p>point</p>	<p>*M*</p>  <p>rhombus</p>	<p>*M*</p>  <p>acute angle</p>	<p>*M*</p>  <p>line</p>
<p>*M*</p>  <p>pentagon</p>	<p>*M*</p>  <p>obtuse angle</p>	<p>*M*</p>  <p>right triangle</p>	<p>*M*</p>  <p>plane</p>	<p>*M*</p>  <p>line segment</p>

Y Calling Cards

<p>*Y*</p>  <p>parallelogram</p>	<p>*Y*</p>  <p>parallel lines</p>	<p>*Y*</p>  <p>right angle</p>	<p>*Y*</p>  <p>equilateral triangle</p>	<p>*Y*</p>  <p>isosceles triangle</p>
<p>*Y*</p>  <p>rectangle</p>	<p>*Y*</p>  <p>intersecting lines</p>	<p>*Y*</p>  <p>trapezoid</p>	<p>*Y*</p>  <p>perpendicular lines</p>	<p>*Y*</p>  <p>circle</p>
<p>*Y*</p>  <p>hexagon</p>	<p>*Y*</p>  <p>square</p>	<p>Y FREE SPACE</p>	<p>*Y*</p>  <p>octagon</p>	<p>*Y*</p>  <p>quadrilateral</p>
<p>*Y*</p>  <p>ray</p>	<p>*Y*</p>  <p>point</p>	<p>*Y*</p>  <p>rhombus</p>	<p>*Y*</p>  <p>acute angle</p>	<p>*Y*</p>  <p>line</p>
<p>*Y*</p>  <p>pentagon</p>	<p>*Y*</p>  <p>obtuse angle</p>	<p>*Y*</p>  <p>right triangle</p>	<p>*Y*</p>  <p>plane</p>	<p>*Y*</p>  <p>line segment</p>