

# BINGO BAGS™

## Directions

1. Cut apart the sheets of heavy-stock paper which contain the call cards with topics and clues. Copies of these sheets are also provided on plain paper for your convenience. You may want to use them to review with your students.
2. Pass out one bingo card per student. There are enough for a class of 30.
3. Pass out markers. You may use pennies, beans, or any other small items of your choice.
4. Decide whether or not you will require the entire card to be filled. Requiring the entire card to be filled provides a better review. However, if you have a short time to fill, you may prefer to have them do the just the border or some other format. Tell the class before you begin what is required.
5. There are 50 topics. Read the list before you begin. If there are any topics that have not been covered in class, you may want to read to the students the topic and clues before you begin.
6. There is a blank space in the middle of each card. You can instruct the students to use it as a free space or you can write in answers to cover topics not included. Of course, in this case you would create your own clues. (Templates provided.)
7. Shuffle the cards and place them in a pile. Two or three clues are provided for each topic. If you plan to play the game with the same group more than once, you might want to choose a different clue for each game. If not, you may choose to use both clues.
8. Be sure to keep the cards you have used for the present game in a separate pile. When a student calls, "Bingo," he or she will have to verify that the correct answers are on his or her card AND that the markers were placed in response to the proper questions. Pull out the cards that are on the student's card keeping them in the order they were used in the game. Read each clue as it was given and ask the student to identify the correct answer from his or her card.
9. If the student has the correct answers on the card AND has shown that they were marked in response to the *correct questions*, then that student is the winner and the game is over. If the student does not have the correct answers on the card OR he or she marked the answers in response to *the wrong questions*, then the game continues until there is a proper winner.
10. If you want to play again, reshuffle the cards and begin again.

**Have fun!**

**VARIATION:** You may want to ask students to give the correct answer after each clue. In that case, all the children will know what they are looking for on their boards.

<p><b>bad</b></p> <p>high : low :: good : ____</p> <p>good : better :: ____ : worse</p>	<p><b>big</b></p> <p>little : mouse :: ____ : elephant</p> <p>large : ____ small :: tiny :: large</p>
<p><b>bird</b></p> <p>rose : flower :: canary : ____</p> <p>____ : parrot :: insect : bee</p>	<p><b>boat</b></p> <p>goat : ____ :: neat : seat</p> <p>water : ____ :: sky : airplane</p>
<p><b>cow</b></p> <p>horse : colt :: ____ : calf</p> <p>____ : moo :: cat : meow</p>	<p><b>day</b></p> <p>minute : hour :: hour : ____</p> <p>____ : week :: month : year</p>
<p><b>do</b></p> <p>go : goes :: ____ : does</p> <p>____ : did :: go : went</p>	<p><b>don't</b></p> <p>I've : I have :: ____ : do not</p> <p>____ : contraction :: football : compound word</p>
<p><b>dog</b></p> <p>cat : kitten :: puppy : ____</p> <p>bark : ____ :: neigh : horse</p>	<p><b>even</b></p> <p>north : south :: ____ : odd</p> <p>8 : ____ :: 3 : odd</p>

# Beginning Analogies Bingo

<b>kid</b>	<b>hot</b>	<b>larger</b>	<b>under</b>	<b>three</b>
<b>don't</b>	<b>big</b>	<b>two</b>	<b>ocean</b>	<b>immense</b>
<b>stop</b>	<b>rich</b>		<b>leg</b>	<b>plural</b>
<b>verb</b>	<b>bad</b>	<b>he</b>	<b>under</b>	<b>liquid</b>
<b>lose</b>	<b>walk</b>	<b>even</b>	<b>hand</b>	<b>hear</b>