

NUMBER THEORY AND GRAPHING BINGO

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. 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 more than one clue.
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!

<p>1</p> <p>1. When an exponent of a number, the result is always that number.</p> <p>2. A prime number has two factors: itself and this number.</p> <p>3. This number is neither prime nor composite.</p>	<p>6</p> <p>1. $\sqrt{36}$</p> <p>2. The mean of the following set of data is ____: 4, 5, 5, 6, 8 and 8.</p> <p>3. The mode of the following set of data is ____: 5, 6, 6, 6, 7, 8 and 11.</p>
<p>7</p> <p>1. $\sqrt{49}$</p> <p>2. The range of the following set is ____: 5, 6, 7, 9, 11 and 12.</p> <p>3. The median of the following set of data is ____: 2, 4, 7, 11 and 13.</p>	<p>9</p> <p>1. 3^3</p> <p>2. The lowest common multiple of 3 and 9.</p> <p>3. $\sqrt{81}$</p>
<p>11</p> <p>1. It is the only common factor of 44 and 55.</p> <p>2. $\sqrt{121}$</p> <p>3. The mode in this set of data is ____: 10, 10, 11, 11, 11, 11, 12, 13, 14 and 14.</p>	<p>$\sqrt{144}$</p> <p>1. Square root of 144.</p> <p>2. 12</p> <p>3. The equivalent of $144 \div 12$.</p>
<p>13</p> <p>1. Its first six non-zero multiples are 13, 26, 39, 52, 65 and 78.</p> <p>2. $\sqrt{169}$</p> <p>3. The mode of this set is ____: 11, 11, 13, 13, 13, 15, 17, and 19.</p>	<p>15</p> <p>1. Lowest common multiple of 3 and 5.</p> <p>2. $\sqrt{225}$</p> <p>3. The mean of this set is ____: 10, 13, 14, 15, 16, 17 and 20.</p>
<p>16</p> <p>1. Equivalent of 4^2.</p> <p>2. The mean of the following set of data is ____: 14, 15, 16, 16, 16, 17 and 18.</p> <p>3. The median of the following set is ____: 12, 14, 16, 21 and 25.</p>	<p>24</p> <p>1. It is the lowest common multiple of 6 and 8.</p> <p>2. Its factors are 1, 2, 3, 4, 6, 8, 12 and 24.</p> <p>3. The mode of the following set of data is ____: 18, 18, 24, 24, 24, 24, 26, 26 and 28.</p>

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Even Number	1	11	Bar Graph	Coordinate(s)
Common Factors	27	Square Number	198	Factors
9	Stem-and-Leaf Plot		Pictograph	Divisible
$\sqrt{144}$	4^3	Survey	Line Plot	Parallel
Multiples	81	240	Frequency	Exponent