

Instructions for BINGO Game

This is a game modeled after the popular game of BINGO. It requires a class of up to 36 students to answer randomly chosen questions to try to get 5-in-a-row on their cards. It is intended for students of 13 years of age or older, after an educational module on space has been completed (prior knowledge is necessary, unless you would like to discuss the answers with the students as the game is being played).

To prepare the game:

- Click on the "Cards" tab at the bottom of the page, and print out the 6 sheets of cards.
- Click on the "Questions" tab at the bottom of the page, and print out the 3 sheets of questions.
- Cut the game cards (each card should be a 5x6 grid), and the questions into individual pieces.
- Have a large supply of tokens or other material (small pieces of paper work) to cover up correct answers on game cards.

To play the game:

- Give each student a game card. This will be their "answer key."
- Randomly choose a question to read to the class, tell the category written at the top of the question card in **bold**, and then read the question. The answer to the question is written on the bottom in *italics*.
- If a student believes the correct answer is on their game card, they may mark the card on that grid box using a token.
 - ALTERNATE --> Decide upon the correct answer as a class, instead of having students answer individually.
- A student that has 5 boxes in a row marked yells out "BINGO," and must then read off the answers on the boxes that they have marked (the center box is "Free," and thus has no answer in it). If all of the boxes marked are correct, that student has won. If any one of the boxes is incorrect, that student must remove the token from the box, and continue to play until he or she has attained a legitimate "BINGO."

Note:

- There are 60 questions, and only 24 answers on each card. Therefore, each student will have a correct answer on their card for only about 1 out of every 3 questions.