



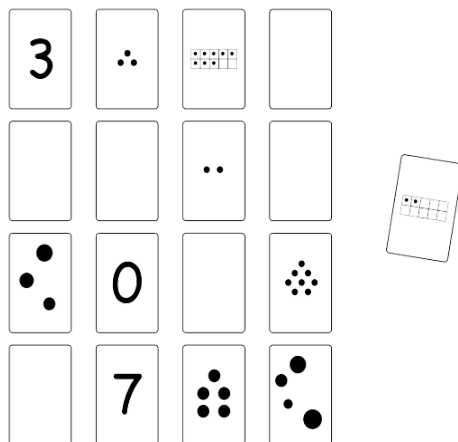
Bingo

Math Concepts: Counting to 10, quantities

Materials: 2+ decks of playing cards

Players: 2+

Set up: Use the number cards from one or more decks of cards. Each player randomly selects 16 cards to place face up in a 4 by 4 grid in front of them. The remaining cards are placed face down in a draw pile. Use enough decks so there are at least 20 cards in the draw pile. The illustration below uses dot cards, but regular playing cards are fine too.



Play: Cards are then drawn from the draw pile and the number is called out. Each player may turn over one card from their grid that matches the number drawn. If a player has more than one card that matches, the player must choose which one to turn over.

Goal: The first player to get four cards flipped over in a row horizontally, vertically, or diagonally wins the game and calls out “Bingo!”

– VARIATIONS –

For younger children, you may want to use a 3 by 3 grid of cards to help the game go more quickly.

Limit the range of numbers on the cards to match the range your children are comfortable with.

