BINGO

The classic game played by solving math problems
FOR THE TEACHER:

- Give each student a bingo board and list of answer choices.
  - Have students enter answers at random spaces on their board
  - Option: Add this to a homework assignment the night before
- Present problems to the students; give a time limit for solving before moving on to the next problem, without revealing the solution.
- When a student gets Bingo, check that the solutions they have marked off are in fact answers to problems that have been presented already.
- Continue with problems even when a student gets Bingo.
- Option: Offer some sort of reward for getting Bingo.
FOR THE STUDENT:

- You will be given a board and a list of answer choices. Enter one answer choice in each square of the board, in any random order.
- When you see a problem, solve it and mark that answer on your board by writing the question number in another color. Don’t announce the solution!
- When you get a Bingo, call “Bingo!” and then your teacher will check that you are right.
MATH PROBLEMS:

- Use practice problems from a textbook or homework packet.
- Use problems from an old version of a test or quiz.
- Find problems online, such as in Dan Meyer’s Algebra curriculum on his blog (algebra.mrmeyer.com).
PROS AND CONS:

Pros:
- Familiar game.
- Teacher acts mainly as a moderator, avoiding answering questions.
- Everyone can get Bingo, so everyone can win.
- Students get excited when they are very close to getting Bingo, and so they pay attention closely to win.

Cons:
- It takes time for students to fill in their boards.
- Students will want you to stop and give them answers, but that takes too long in this fast-paced game. You need to ask enough questions for a few students to get Bingo.