

# Math



# Bingo



# Math Bingo

---

---

---

Game Information 1

## Introduction

Math Bingo is an activity that is perfect for reviewing key mathematics vocabulary in a unit of study. It can also be used to review any type of mathematics problem. Math Bingo provides the teacher with a fun and different way to review the mathematics that has already been presented in the class.

## Math Bingo Rules

1. Decide whether you will use the Math Bingo game to review **math vocabulary terms** or to review **different types of math problems** that you have taught.
2. Select a Math Bingo card to play on. Included in this file are a 9-square game board, a 16-square game board, and a 25-square game board. Select the board according to the number of terms or problems you will have and the time you want to spend playing the game. For a shorter game, or one with perhaps 15 terms or problems, select the 9-square board.
3. If you are reviewing math vocabulary place the math terms in the Word/Number Bank at the top of the game board. If you are using math problems, place the answers in the Word/Number Bank.
4. Run off copies so that each student has a game card.
5. Have students randomly place one math term or problem answer (from the Word/Number Bank) in each square. It is better to have at least a few extra terms or answers in the Word/Number Bank. This allows more possible game card combinations and helps prevent similar cards.
6. Decide whether the winner(s) will be required to complete one row (vertically, horizontally, or diagonally), two rows, or blackout (every square on the card has been crossed out).
7. Begin the game by either reading the definition for a math vocabulary term or giving the first math problem. The student should place an X through each math vocabulary term box after they hear the corresponding definition or place an X through the answer box after solving a math problem.
8. The winner(s) should shout “Bingo” when he has completed the required row, rows, or blackout. To verify **Math Term Bingo** winners have students give the definitions for the math terms they crossed out. To verify **Math Problem Bingo** winners have students read the answers on their game card or have them come forward and show you the answers. Check to see that they have the answers to the problems that you have read.

## Math Bingo Notes

1. Math Bingo would be an ideal activity to use at the end of a unit or immediately prior to a test.
2. Recognizing several winners each game will keep more of the class involved and excited about the game. Three to five student winners would be more motivating than one.
3. Some kind of prize increases motivation and focus for the students playing the game.
4. As with any math game, change the rules of Math Bingo to suit your needs and those of your students.





# Math Bingo

---

---

---

Game Information 2

## Math Bingo Notes (continued)

5. If you play Math Bingo with math problems be sure to create answers that are close enough to each other that the student still has to complete the problem calculations. Otherwise, quick estimation may yield the correct answer without providing the problem practice desired.
6. The use of a Number Bank in Math Bingo offers the students a **self-checking mechanism** as they complete the problems or math terms in the game. Answers not in the Word/Number Bank are obviously incorrect and can be attempted again.
7. During a recent review of fraction operation problems I had the students copy down each problem in the Math Bingo game on separate paper, solve them, and place the answer in an answer column. This way if they calculated an answer that was not in the Number Bank they could check the problem later as a further preparation for the upcoming test.
8. When I played the game I started out by having the winners be students with one row of correct answers crossed out. Once we had several winners I made two complete rows the next requirement for winners. Finally, I made “blackout” (crossing out all the squares on the board) the requirement for winners. **Playing the game in this progressive manner** allowed all students to remain involved in the game and gave them **more chances to win**. Several people won twice, but other new winners emerged with each progressive level. In addition, students received more practice without having to start a new game.
9. You may want to require students to write their answers from the Word/Number Bank on their game card in pen. This way you can avoid disputes about students changing their answer choices.
10. In playing Math Problem Bingo recently I used the 16-square Bingo card and chose 25 review problems straight out of my textbook. I have never seen classes **so enthusiastic about solving 20-25 fraction problems**. At the close of the game some students even asked for more problems so that they would have another chance to win. When is the last time that happened to you?
11. Be sure to keep close track of the answers to the problems you have given so that you can accurately check the Bingo winners. I just number the problems and write the answers down the margin of a blank game card. I also circle the “used” answers in the Word/Number Bank.





# Math Bingo

---

---

---

**Student Game Sheet**

| <u>Word/Number Bank</u> |  |  |
|-------------------------|--|--|
|                         |  |  |
|                         |  |  |
|                         |  |  |
|                         |  |  |





# Math Bingo

---

---

---

## Student Game Sheet

| <u>Word/Number Bank</u> |  |  |  |
|-------------------------|--|--|--|
|                         |  |  |  |
|                         |  |  |  |
|                         |  |  |  |
|                         |  |  |  |





# Math Bingo

---

---

---

**Student Game Sheet**

| <u>Word/Number Bank</u> |  |  |  |  |
|-------------------------|--|--|--|--|
|                         |  |  |  |  |
|                         |  |  |  |  |
|                         |  |  |  |  |
|                         |  |  |  |  |
|                         |  |  |  |  |

