

Directions for Bible animal bingo

SET UP:

Make copies of cards, a set of markers for each player and 2 copies of the clues. Consider laminating for longer use.

Cut one set of clues apart so each (and only one) word is on one strip.

Cut or have students cut markers apart (store each set in its own baggy to keep organized)

PLAY:

Pass out cards. (some cards are more difficult because they have more spaces AND have some of the lesser known scriptures about the animals. This allows for differentiated instruction.)

- Easy bingo cards have 3 X 3 spaces
- Medium bingo cards have 5 X 5 spaces; some have GRACE (free) spaces and both the clues and the cards have camels on them.
- Hard bingo cards have 5 X 5 spaces, a few have GRACE spaces and both clues and cards have sheep on them.

Pass out a set of markers to each player or team.

Place the clue strips in a container. Caller draws a strip and reads ONLY the word or phrase on the left side of the clue strip. Students use that marker to cover the space they believe best fits in the blank on their card. Caller places the strip to one side.

Play continues until one player has a straight line, 4 corners or whatever style bingo caller has chosen.

After player calls “bingo” they confirm it by reading their spaces, filling in the animal they chose in the blank while caller checks accuracy with the alphabetically organized UNCUT clues page (and can check strips to verify the clues had been called)

OPTIONS:

- 1) After the first bingo, continue without clearing cards for the “big X” or “big O” or blackout (all spaces covered)
- 2) Challenge: (to encourage other players to listen) If the player calling bingo has an incorrect match, the first other player to call “correction” (or Bible) has the opportunity to correct the error by providing BOTH corrections (which blank the animal SHOULD cover AND which animal SHOULD have filled in the space covered by the incorrect marker. One or both of these may NOT have been called, which is fine. Award a prize, points, the opportunity to have an additional card, etc. to the player who correctly provides the corrections.