Robby Cannon
Pre-K
Using Your Senses to Play Bingo

Objective: The purpose of this game is to have the students use their senses of sight and hearing together to play a game of bingo. The game itself is an assessment, because the students have to be able to associate the sounds they hear with the pictures on the bingo board in order to be able to play the game. A quick math lesson can also be incorporated by having the students count the number of bingo chips that they are given.

Materials Required:
1 4x4 bingo board for each student
15 bingo chips (I used pennies) for each student
1 cd with a sound related to each picture on the bingo board
1 cd player with speakers
1 or 2 helpers to either play the sounds or to walk around and assist the students
Candy or other prizes for the winners

Background Information:
The kids in my class really liked this game. I think bingo and any activity where they have a chance of getting something to eat are always a hit. This lesson also gives the class a chance to demonstrate good sportsmanship. In my class, one of the boys who won started pulling for his friends so that they could win the game too. Another girl who won twice said that she wasn’t going to play anymore so that somebody else could have a chance to win.

Preparation: You will need to make the bingo boards for each member of your class. Each square should have a picture of something that makes a sound that your class would recognize (a dog or an airplane, for example). You can usually find lots of pictures on clip art sites on the internet. You’ll also need a cd with a sound corresponding to each picture on the boards, as well as lots of bingo chips. I got the sounds off the same website that I got the pictures from (I think it was www.clipart.com)

Safety Issues:
As these are little kids, you need to make sure that they don’t put the bingo chips in their mouths or swallow them.

Activity Outline/Teacher Procedures:
Begin the lesson by asking the class what body parts they use to see and hear with. Then, go through each sound on your cd to make sure that the class recognizes them. You can then start playing the game. Play a random sound one at a time off your cd, and have the students cover up a square whenever they hear the sound that the object in that square makes. Whenever somebody gets 4 in a row, they win. Somebody needs to be walking around to check and see if anybody has won, because they don’t always remember to yell bingo.
Questions:
1. What senses do you use when you play this game?
2. What parts of the body do you use for those senses?
3. How many bingo chips do you have?

Assessment
As I said earlier, the game itself is an assessment because they have to be able to associate the sounds with the pictures in order to play the game. You can also question them to see that they know what senses they are using and what body parts those senses are associated with.