



Lesson Plan - Week of May 17, 2004

Bingo!!

This interactive game can be used any time you wish the students to get to know each other better, and to appreciate the unique qualities of each person in the room. Feel free to change the questions in the boxes to suit your particular population. By including content area questions in some boxes, you can assess student knowledge in a low-stress way.

Materials: Each student needs a pencil and a Bingo sheet.

Procedure:

1. Describe the game to the students, and go over the rules. These include:
 - a. Move around the room calmly and quietly.
 - b. Ask your questions in a respectful way.
 - c. Make eye contact with the person with whom you are speaking.
 - d. If people cannot answer what you have asked, try another question, so they feel they have been able to help you.
 - e. After someone has answered a question for you, it would be nice to offer to answer one of his or her questions.
 - f. Thank people for their help.
 - g. Be sure to spell names correctly as a sign of respect.

(Note: It might be interesting to ask your students what the rules should be to make the game run smoothly and to make everyone feel appreciated. They may come up with a lot of these rules on their own!)

2. Play the game. Students will move around the room, asking each other questions on the sheet. When someone answers a question successfully, the student writes that person's name in the square of the question which was answered. The game may be played until the students get five in a row, full card, or any other configuration. Students then return to their seats.

3. Share results. Pick a student and ask him who was able to answer a question for him. He might say, "I found out that Tom had the same hobby as I do, collecting rocks." Discuss the interest a bit, and then let Tom choose the next student who was able to answer a question. Try to let everyone have a turn. If you have time, students can share again. In the last few minutes, ask students to share something new they learned about a classmate. This helps them to appreciate each other, and proves they were listening!

Visit our website www.packypplayfair.com each week to see the Quote of the Week which can be downloaded and hung in the classroom, to learn more about the Always Play Fair Board Game and how it can be used in the classroom, to get more lesson plans and for other new and exciting information from Packy PlayFair™.

And always remember what Packy PlayFair says:

Sports are Good - Be One!™

You can contact us at info@packypplayfair.com

Bingo!!

Fill in each box below with the name of a classmate who fits the description. Try not to use one person more than twice.

Find a person who:

can count to ten in another language	knows the governor of your state	is wearing purple	can stand on one foot for 30 seconds	has an older brother
has the same hobby as you	likes the same flavor ice cream as you	can spell "sportsmanship"	has dreams about being able to fly	can name five cities
looks happy right this minute	has traveled on the ocean	Free space! Put your name here	likes the same sport as you do	has had his or her name in the newspaper
did all of his or her homework last night	has the same kind of pet as you	was born in the same month as you	has friends or family in another country	you think has a great sense of humor
is always nice to you	has a friend from another country	always plays fairly	has traveled on a plane	Did a good deed for someone else today



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