

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.

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