Bingo

You and your best friend are bored on a Sunday afternoon when your friend notices there is a bingo game at the local hall. You nearly fall off your seat as the prize is: 1 desert island, 1 billion pounds and a life supply of ice cream. You leap out of your seats to go and play, as this prize is too good to miss!

Equipment: •Bingo score cards/white board •Markers •Fact cards

Bingo instructions (for 2x tables):

1.   2+ player game. Give each player a bingo score card.
2.   Caller shuffles fact cards, puts them in a pile and calls out one card at a time.
3.   Cross off numbers when fact cards match number on your score card.
4.   Winner is when someone has a full house and shouts bingo!

Questions: What x2 do I need called out to cross out 24? 12? What x2 equals 0?

Bingo

Here is an example of 2 bingo score cards and the fact cards (which are called out) for the 2x tables. These two score cards are differentiated to show you how. NB Each player has a different set of numbers from the 2x tables on their bingo score card. Remember you can make the bingo score card as big or small as you think appropriate for the child working with you.

Bingo Score Cards

14	0	24	22
18	6	4	20

12	8	0	6
4	10	20	2

Fact cards	0x2
1x2	2x2
3x2	4x2
5x2	6x2
7x2	8x2
9x2	10x2
11x2	12x2

Bingo can be used to help secure facts. For example: times tables, doubling, odd and even, place value, shapes and time.

Notes to go with Times Tables activities

Make times tables cards (see fact cards on bingo game sheet) with a times tables on one side of each card and the answer on the back of the same card.

Then with the child you are working with I'd first put the cards in order on the table (in a long line) answers facing up (0,2,4,6,8) - then point to them and say 'how many x2 is O?' then turn card over to show calculation 0x2 (to show they are correct/incorrect). First of all do this in order eg for 0, then 2, then 4 etc till all the cards are turned over showing the calculations. Then turn them back over to the answers side and remove a couple and say which ones have I removed? Replace and repeat activity with removing different cards. Repeat, repeat...

When they are ready, muddle up the 2x tables cards and see if they can answer them muddled up. First, muddle up the cards with the calculations facing them and they say the answers (on back of cards). Then, muddle up the cards with answers facing them and they have to say the calculation (on the other side of cards). Repeat, repeat...

N.B. Always repeat the ones they find tricky. IF they are finding some very hard, you could remove a couple of the tricker ones from the pack (and the bingo game) e.g. 8x2, 7x2, 12x2 until they are more confident with the other ones. Then slowly add the harder ones in.

Think of ways to help them remember the answers for tricky ones E.g. 'If I know 10x2 is 20 then I also know....
- 9x2 as it is just one lot of 2 less than 20 and therefore 18
-11x2 is 2 more than 20 and therefore 22.

Or make up a little saying like e.g. for 9x2: 'Two 9 year old girls can't wait to turn 18 as they'll have a big party! 2x9=18!'

After warming up, play some games of bingo. Bingo is a fun game for consolidating times tables.