



# BINGO GAME RULES

## A FUN WAY TO LEARN NUMBERS AND PLACE VALUE

### Objective:

Engage students in a fun and educational Bingo game to reinforce counting from 1 to 100 and understanding place value.

### How to Play:

#### Setup:

- **Master Bingo Board:** Held by the teacher, it contains all numbers from 1 to 100.
- **Student Bingo Boards:** Each student receives a board filled with a randomised selection of numbers between 1 and 100. Each board also has columns for "Tens" and "Ones."

#### Game Play:

- The teacher randomly selects and calls out a number from the master bingo board.
- Students check their boards to see if they have the called number
- if a student has the number, they draw a line through it to indicate it's been called.
- Next, they expand the number by writing its place value:

EG.

- In the "Tens" column, write the tens digit multiplied by 10 (e.g., for 15, write 10).
  - In the "Ones" column, write the units digit (e.g., for 15, write 5).
- The first student to cross off all numbers on their board and correctly expand their place values wins the game.
  - The winner yells "Bingo!" to alert the teacher and classmates.
  - The teacher verifies the winner's board to ensure all numbers were called and properly expanded before declaring the winner.

#### Learning Benefits:

- **Counting Skills:** Reinforces counting from 1 to 100.
- **Place Value Understanding:** Strengthens comprehension of tens and ones.
- **Number Recognition:** Enhances the ability to identify and process numbers quickly.
- **Engagement:** Makes learning interactive and enjoyable.

Encourage students to practice good sportsmanship and enjoy the learning journey with Bingo!



# THE BINGO MASTER BOARD

**B**

**I**

**N**

**G**

**O**

1	21	41	61	81
2	22	42	62	82
3	23	43	63	83
4	24	44	64	84
5	25	45	65	85
6	26	46	66	86
7	27	47	67	87
8	28	48	68	88
9	29	49	69	89
10	30	50	70	90
11	31	51	71	91
12	32	52	72	92
13	33	53	73	93
14	34	54	74	94
15	35	55	75	95
16	36	56	76	96
17	37	57	77	97
18	38	58	78	98
19	39	59	79	99
20	40	60	80	100











