

Harry Potter



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Detailed rules included

BINGO

How to play

First, print and laminate all the cards and the call cards.

You might need to print the markers as well. I suggest you use a hole puncher for better results and to save time.



In class

Designate the caller and let him / her sit in front of the class.

Hand out one Bingo card to each student. There are 30 different bingo cards in this game so you will have enough for your whole class.

Tell the class which pattern will be used to win. There are some predetermined patterns that you can play with. See the BINGO PATTERNS page.



The caller

When everybody's ready in the class, the caller will say "Eyes down" to start the game.

He will draw the cards one by one from a little box or bag and will say the item loud and clear.

The game stops when there is a winner:



BINGO!


The winner is the student that completes the pattern first. They will shout "BINGO" and their grid will be verified by both the teacher and the caller.

The FREE SPACE zone
This zone is at the center of each card. It is considered automatically filled.

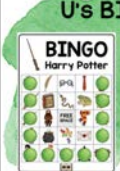


BINGO PATTERNS


Lines BINGO




U's BINGO




Square BINGO



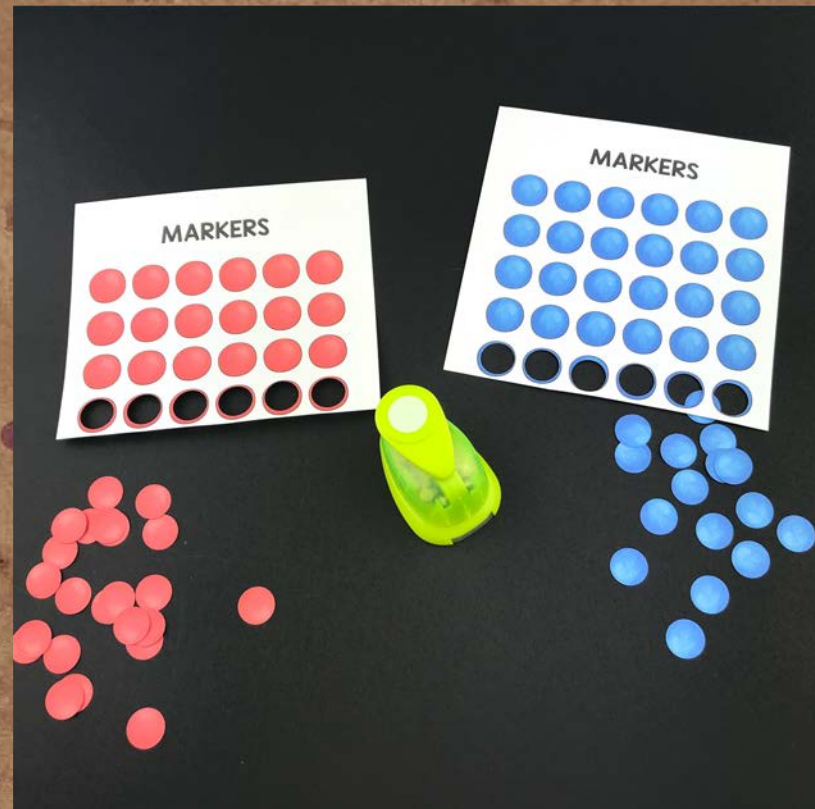
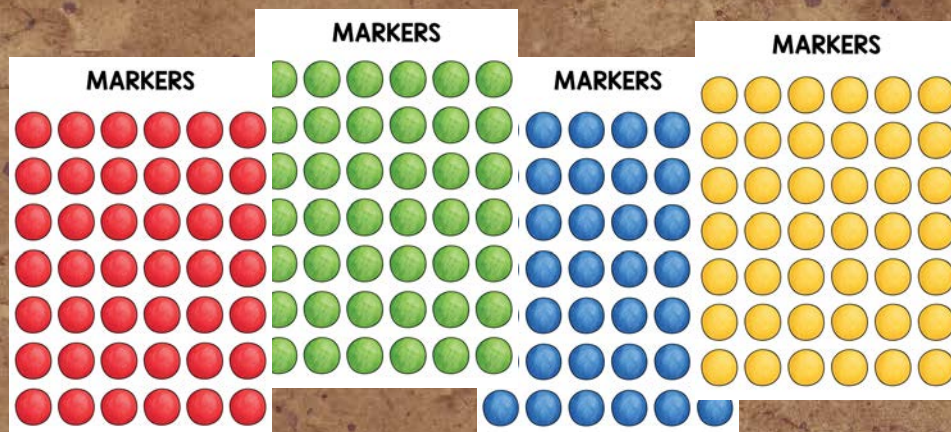
T's BINGO



Blackout BINGO



MARKERS : just print, laminate and punch !



Call Cards : 30 words

