General Instructions for Bingo Games

There is one Bingo game for each unit, plus one extra "Sound Deletion Bingo" game. To prepare, first print each game and cut apart the calling cards. I usually put each of the bingo cards for each child in a page protector or laminate them. Pass out one bingo card to each child in the group, and then give them each six markers. To play, the caller mixes up the cards and shows the group of children one card. The children try to sound out the word together, and then find its corresponding picture on their card and cover it with a marker. The first child to cover all six pictures on his or her card calls out, "Bingo!" and is the winner of that round. Then the children all trade cards to get a new one, and the game continues.

Optional: Give the children a piece of cereal or two when they get a bingo. Each child who is a good sport and tries their best gets a few pieces of cereal at the end of the game.

Phonemic Awareness Variation: Instead of showing the children the word card, have the leader segment the sounds and ask the children to blend the sounds together to make a word. For example, instead of showing the word, "Cat," the leader would keep the word card hidden, and say, "/c//at/," (with the first sound separated from the last two.) Or, the leader could segment all of the sounds and have the children blend all of the sounds together: "/c//a//t/." Another way would be to say the first two sounds together and then add the last sound: "/ca//t/." Note: For more phonemic awareness practice, any bingo game with pictures on it (such as a rhyming word bingo game) could be played by having the caller segment the sounds, rather than say the entire word. So rather than trying to find a word that rhymes, the children just blend the sounds together to figure out which picture to cover.

Sound Deletion Bingo:

The game plays the same, except for the caller must delete a sound at the beginning of each word and have the children find the word that is left over. For example, for "Cat without /c/," the answer would be "at."

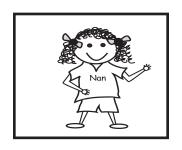
Have the caller call out exactly what the calling card says, making sure that the caller understands how to delete the given sound at the beginning of the word. The game can also be played just by having the children read and find a given word, of course.

Have Fun! Heidi Butkus

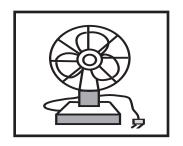
Unit 1

Short A (-an Family Words) Bingo Game

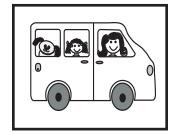
Short A (-an Family) Picture Key



Nan



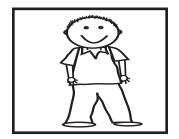
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van



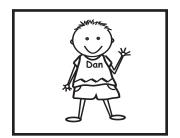
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man



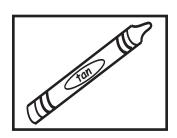
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Dan



can

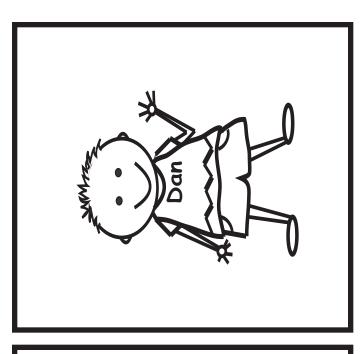


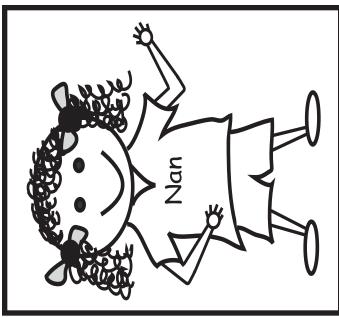
tan

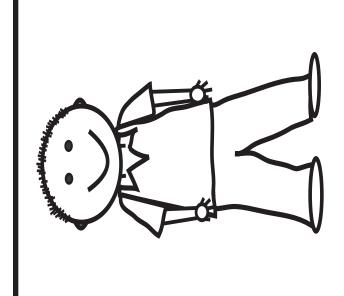


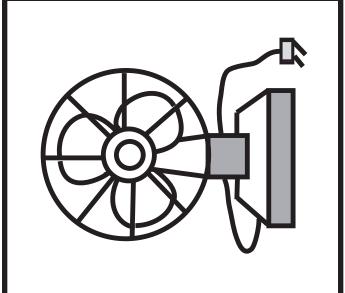
Jan

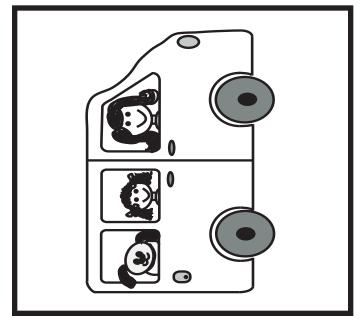


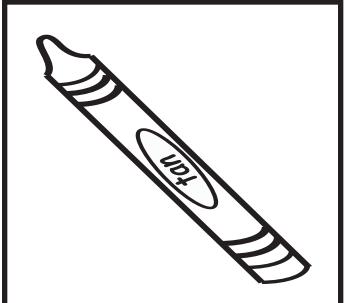


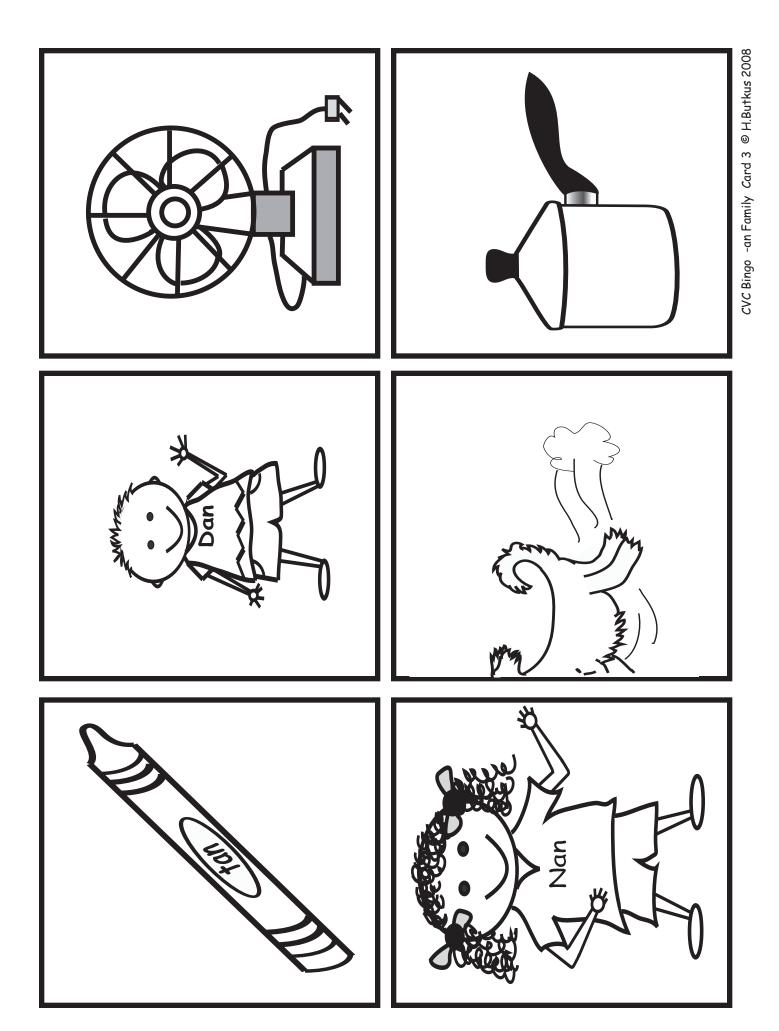


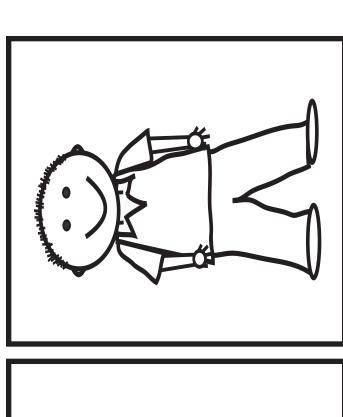


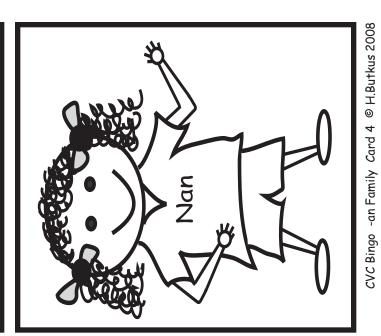


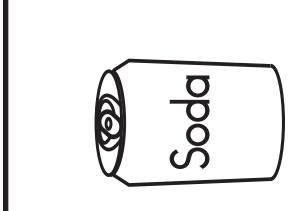


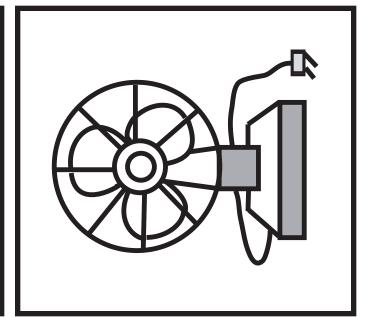


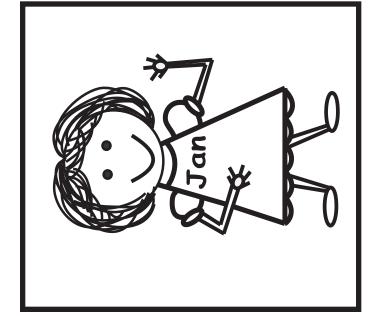


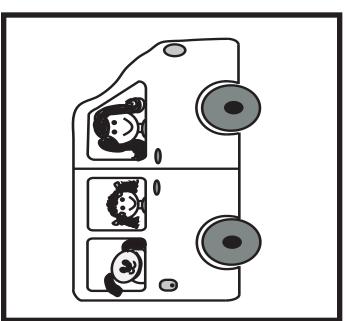


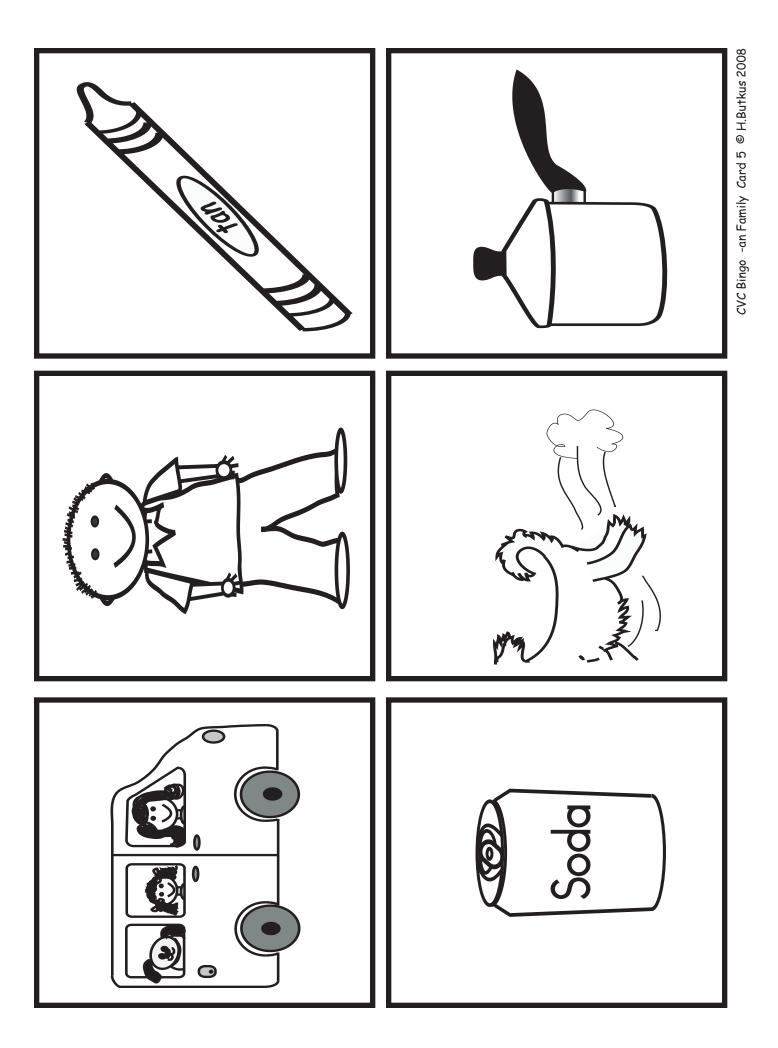


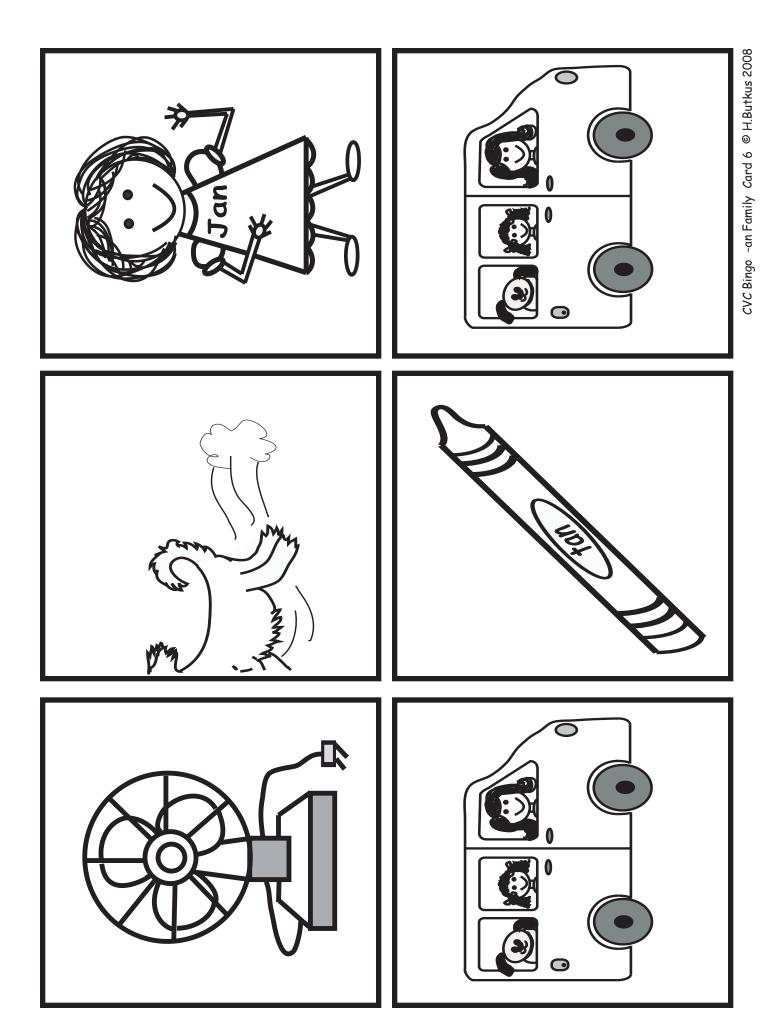


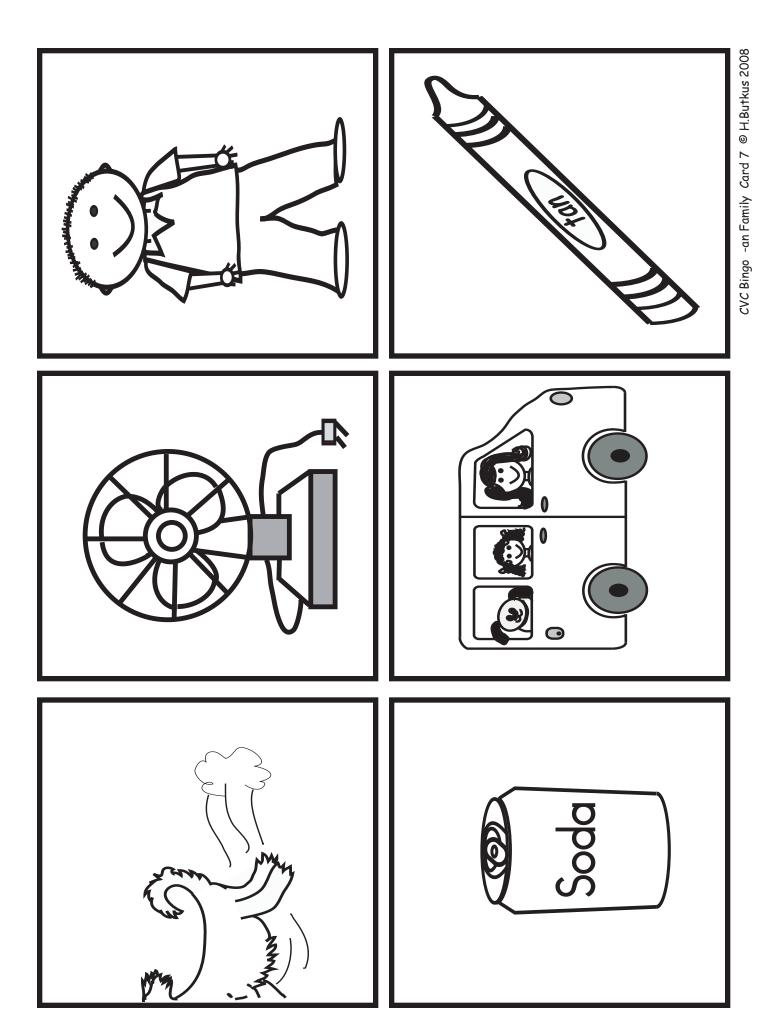


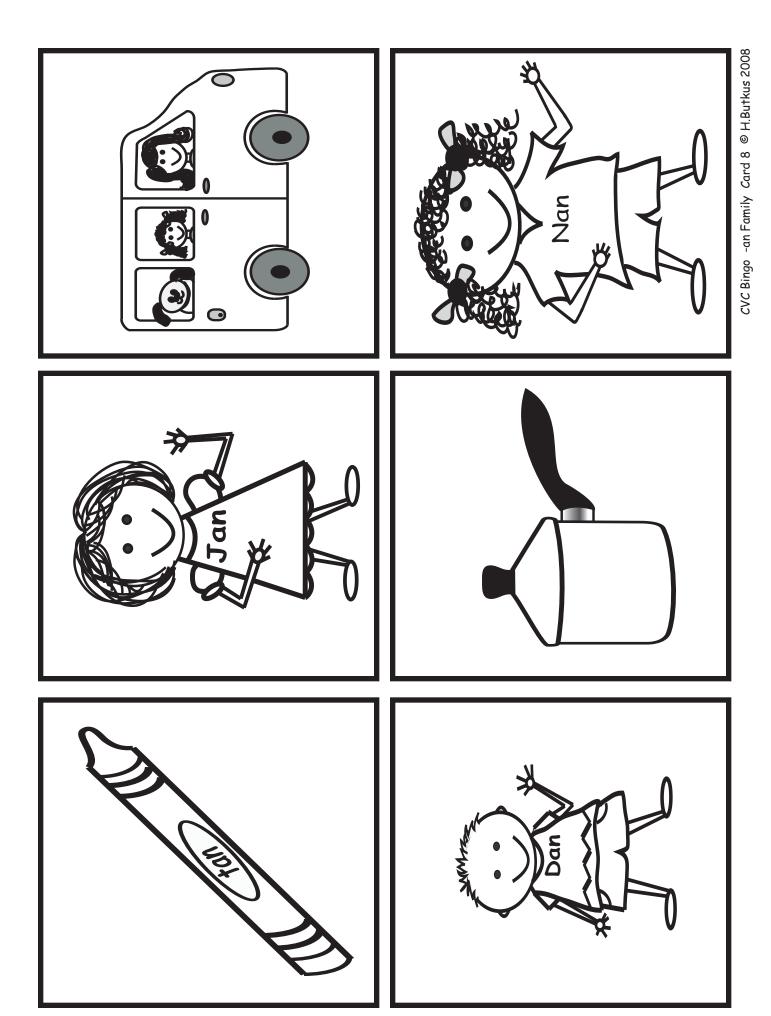


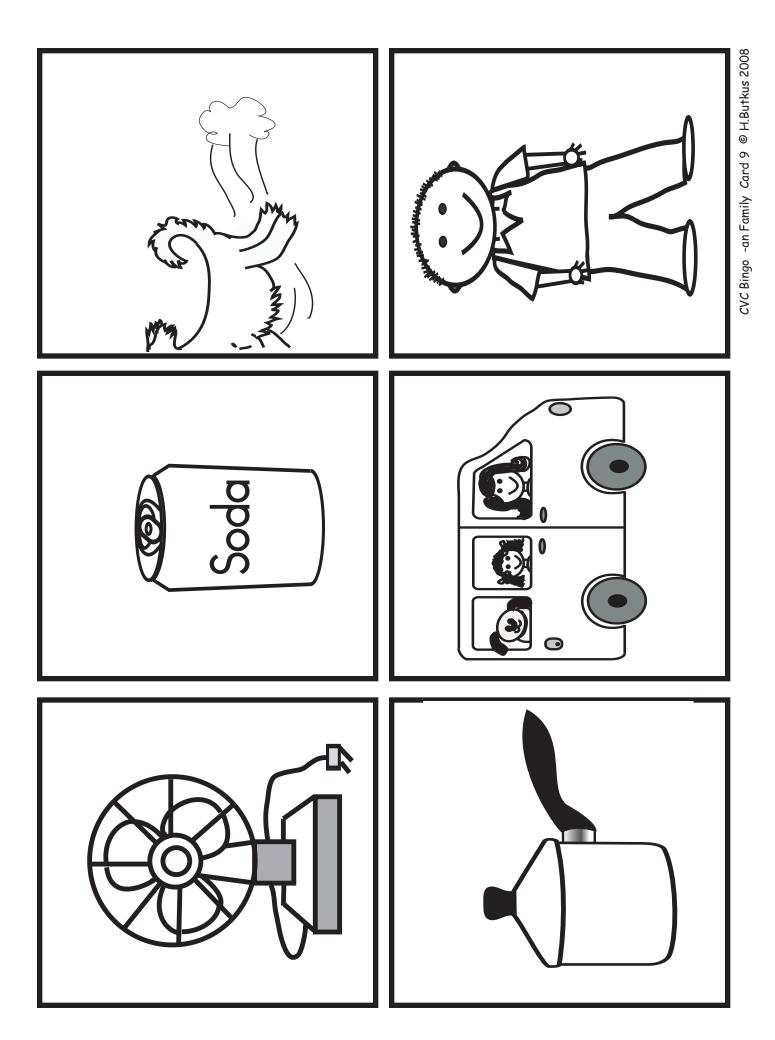












CVC Bingo -an Family Calling Card 1 @ H.Butkus 2008 Nan Dan man fan tan Van

Jan

pan

Can

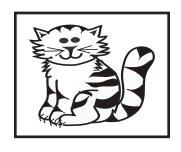
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Unit 2

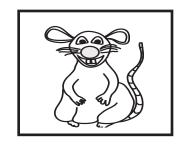
Short A (-at Family Words)

Bingo Game

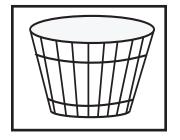
Short A (-at Family) Picture Key



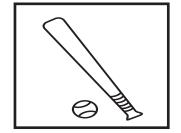
cat



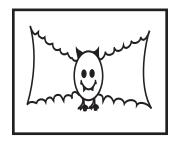
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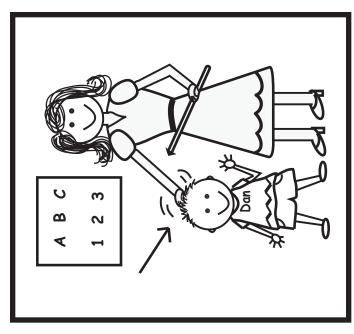


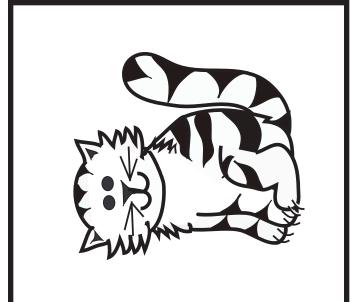
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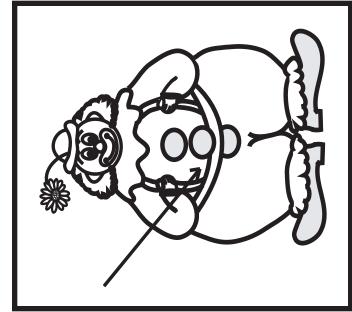


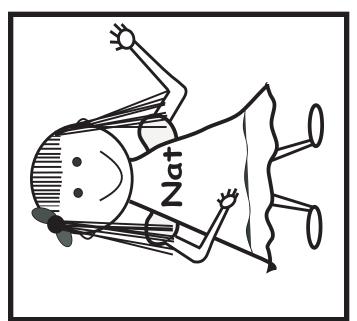
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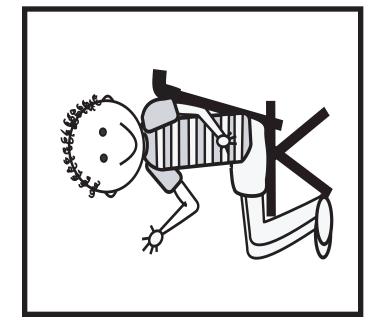


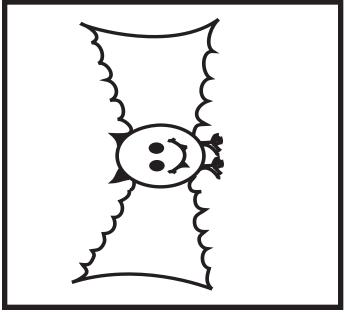


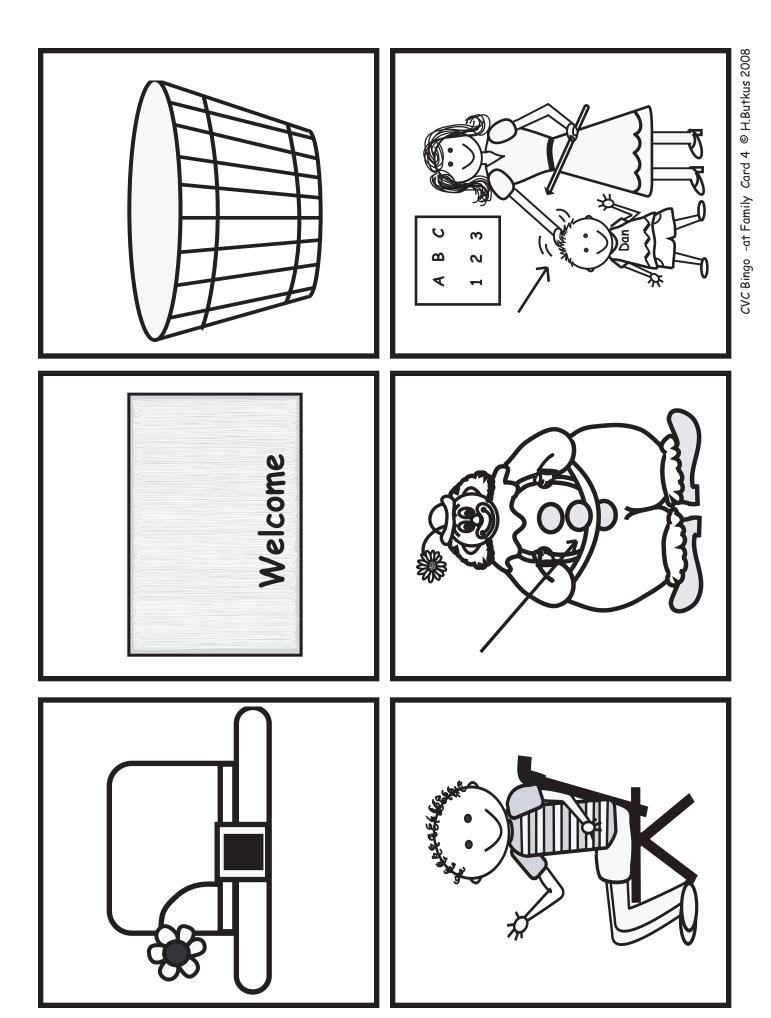




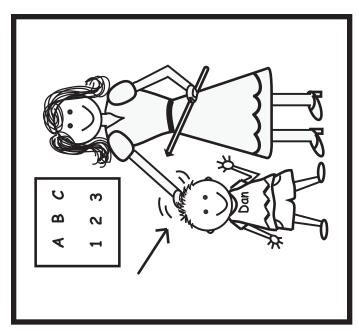


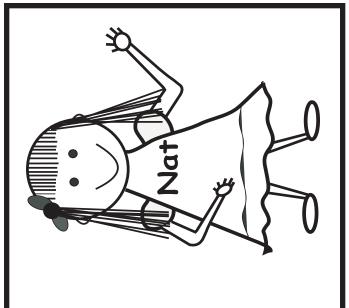


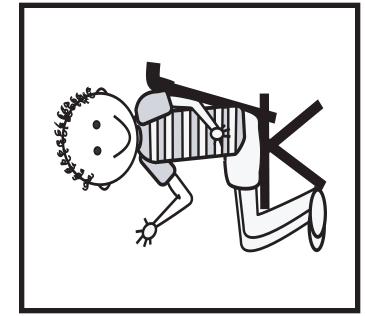


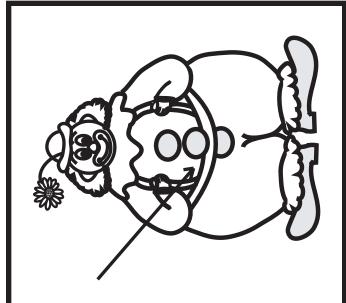


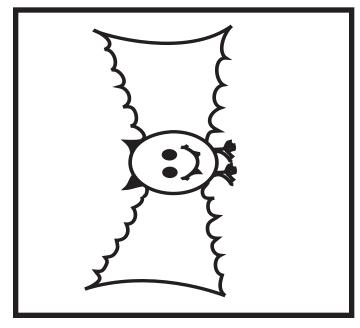


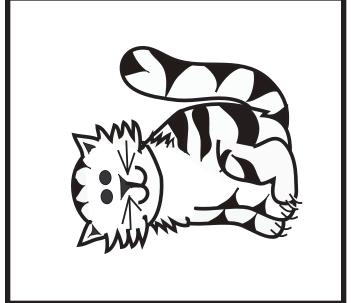




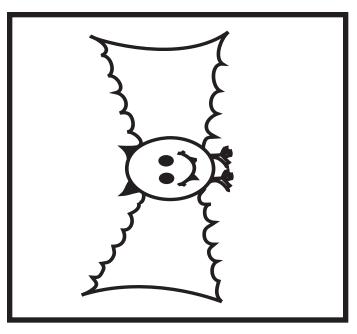


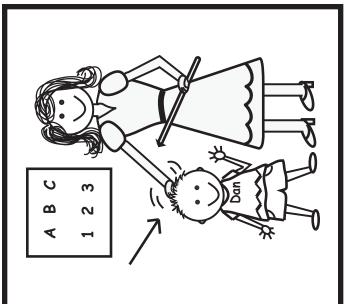


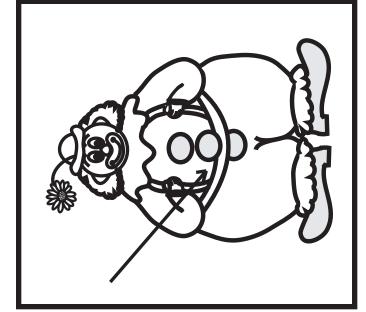


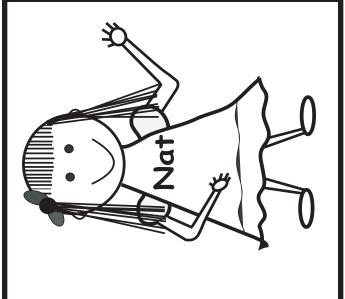


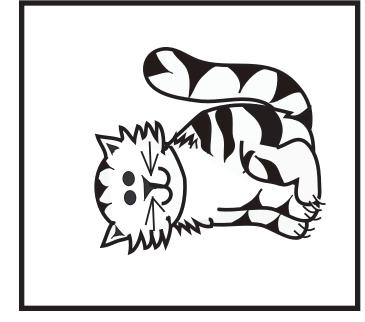


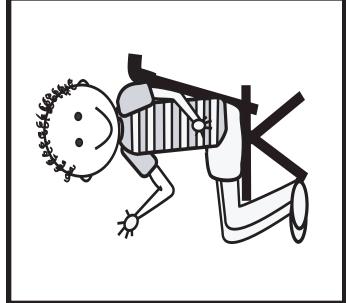


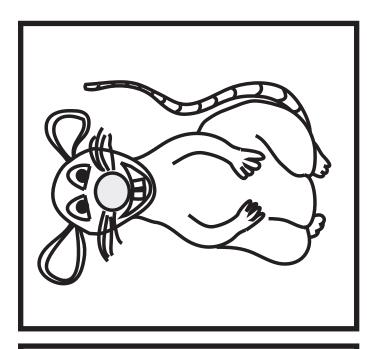


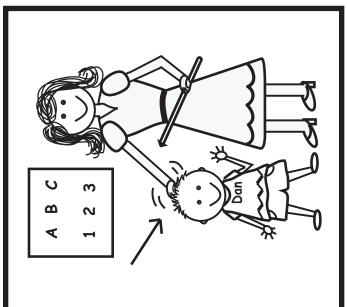




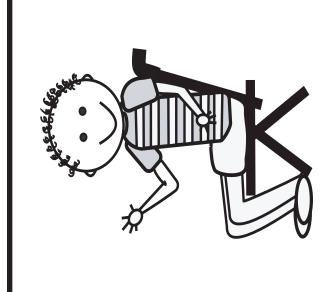


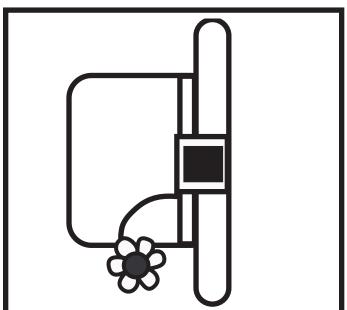


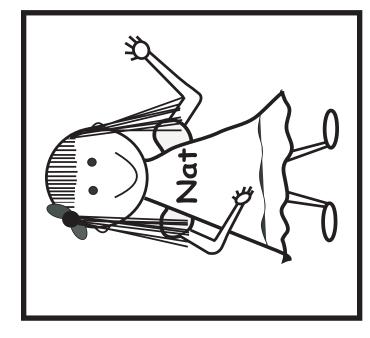


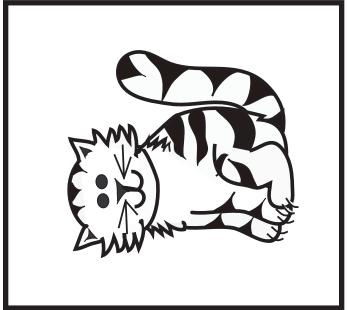


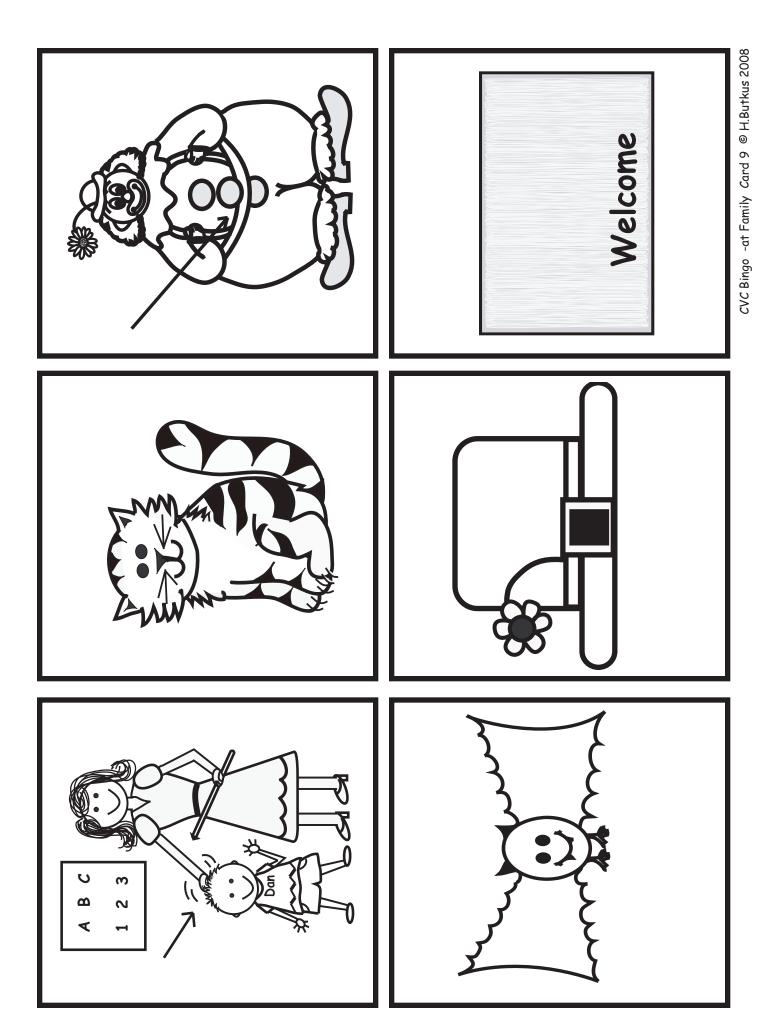
CVC Bingo -at Family Card 8 © H.Butkus 2008











CVC Bingo -at Family Calling Card 1 @ H.Butkus 2008 mat rat hat cat Zat Vat

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