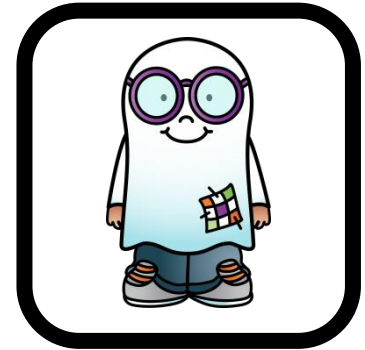
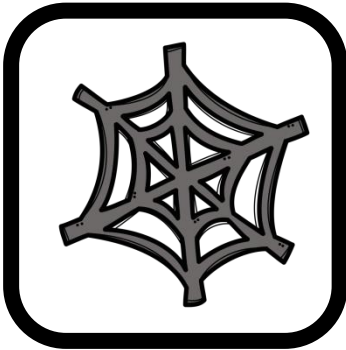
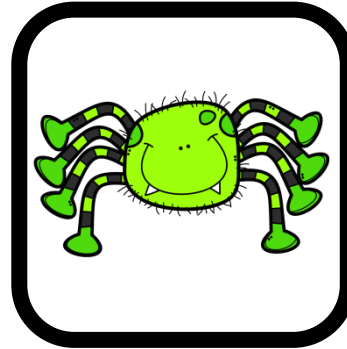
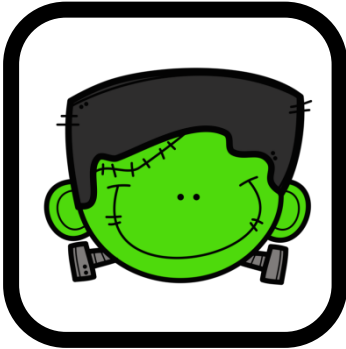


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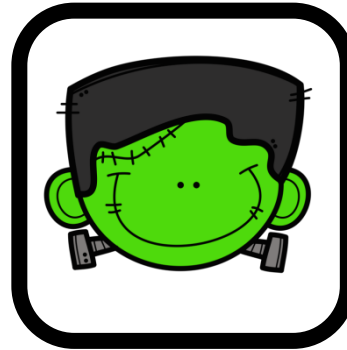
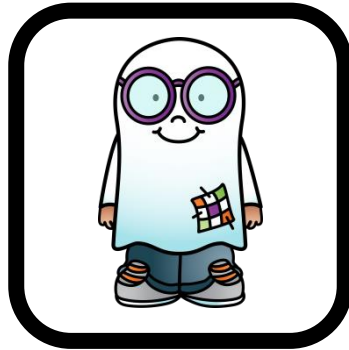
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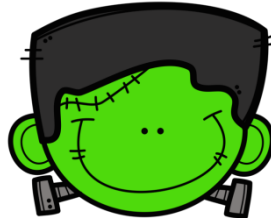
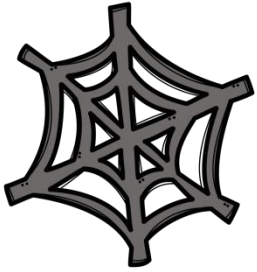
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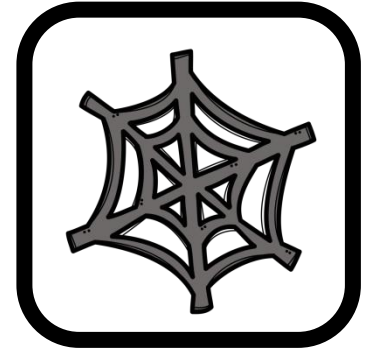
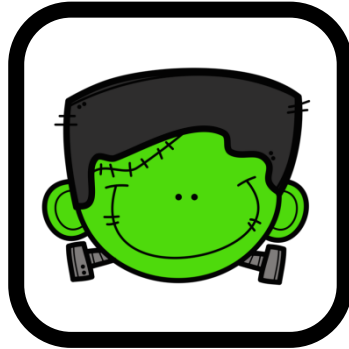
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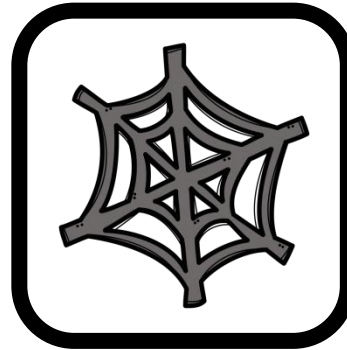
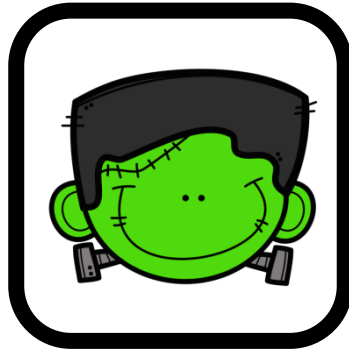
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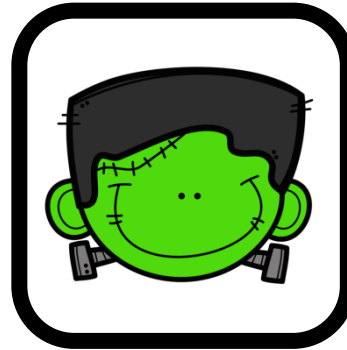
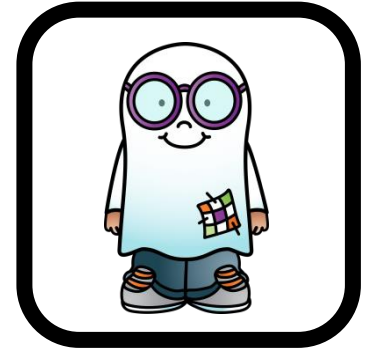
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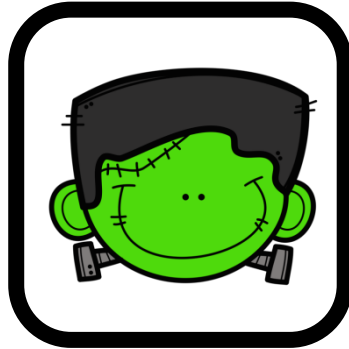
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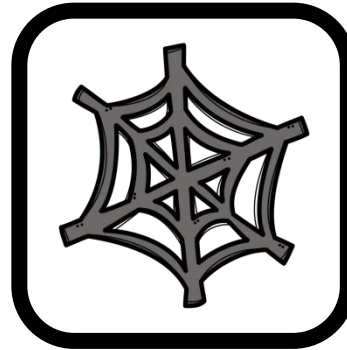
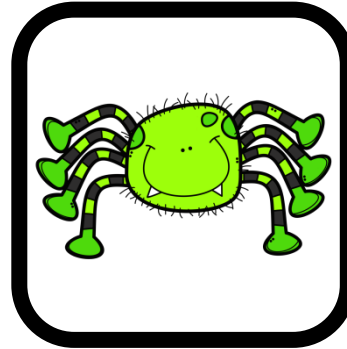
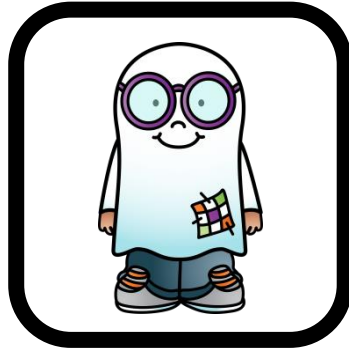
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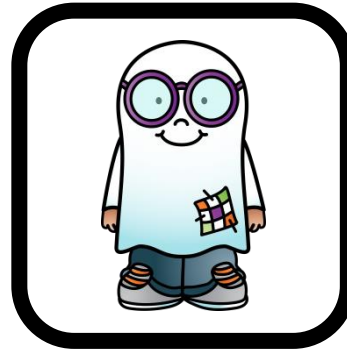
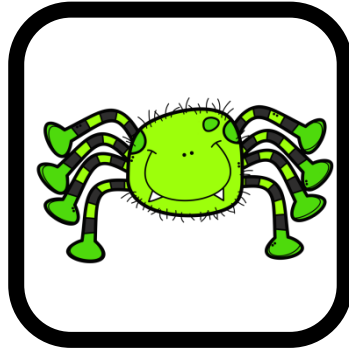
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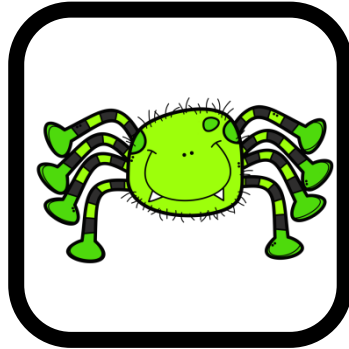
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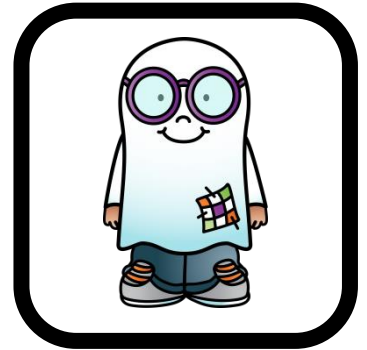
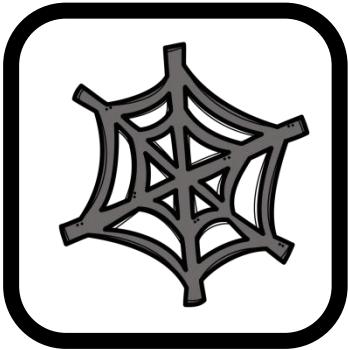


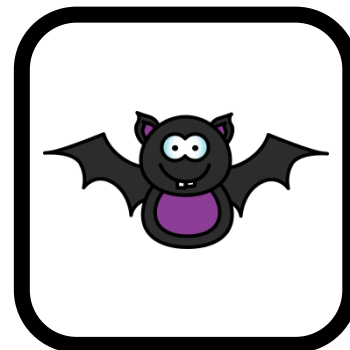
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Biongó Oíche Shamhna







milseáin

Frank-
enstein

puimcín

lín
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cat

taibhse

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coire

teach
scanrúil

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cailleach

Hallowe'en Bingo

Educational bingo games are a great way for pupils to learn so many different skills. They help with listening skills, visual discrimination, group work, turn taking and the reinforcement of the learning content of that particular bingo game.

This bingo game focuses on the theme of “Hallowe'en” and it features images like a haunted house, bat, cat, ghost, cauldron, spider etc. Twelve images in all are used. Ten different bingo cards are included, so it would be useful for Station Teaching or small group work. Two ways of playing the bingo game are included – using either picture-picture matching or word-picture matching.

Print out and laminate sheets 1-10 for the pupils. Print and laminate multiple copies of either the picture cards or the words cards and cut them up individually. Place the deck of cards upside-down in the centre of the group. Each pupil selects a card from the top of the deck. If they have that image/word on their card, they place the selected card on top of it. The first pupil to cover all six images on their card wins the game.

Alternatively, just print one copy of the twelve pictures or words, laminate and cut up into cards. Place the deck of cards in the centre of the group. When a pupil selects a card with the same image/word as one on their own card, they cover their image with a counter or small cube and return the card to the bottom of the deck.

Resources used in this file from:



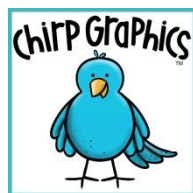
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