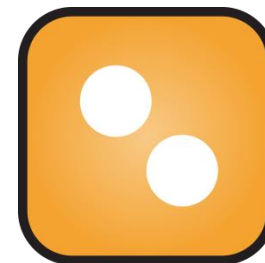
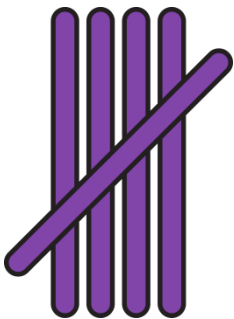
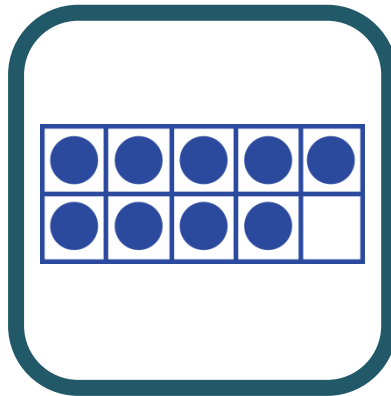
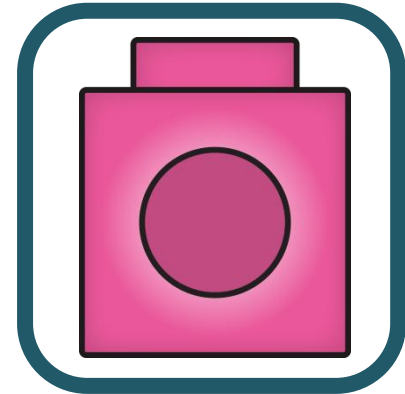
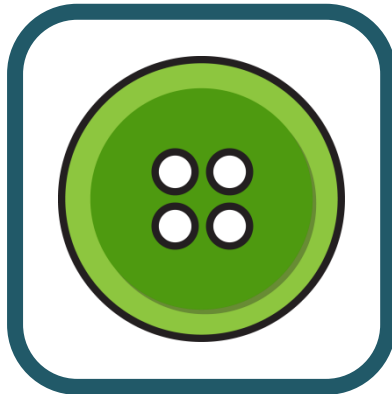
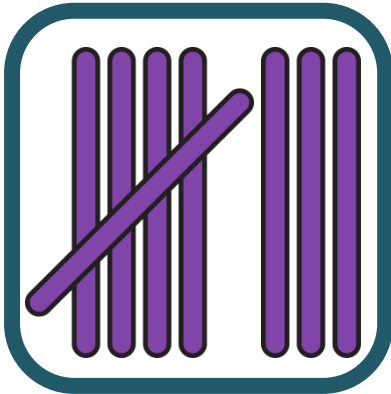


numbers

bingo



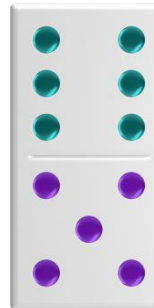
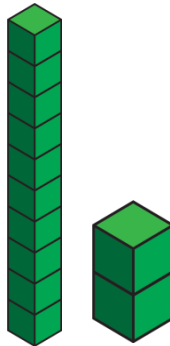
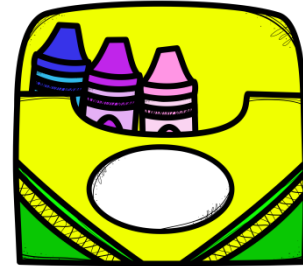
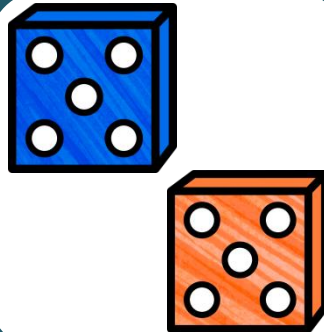
numbers bingo



Card 1

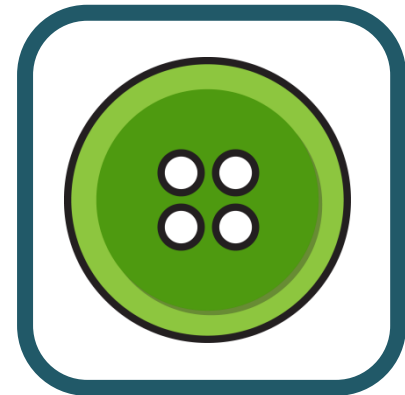
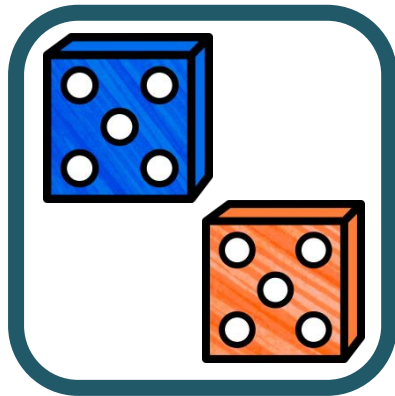
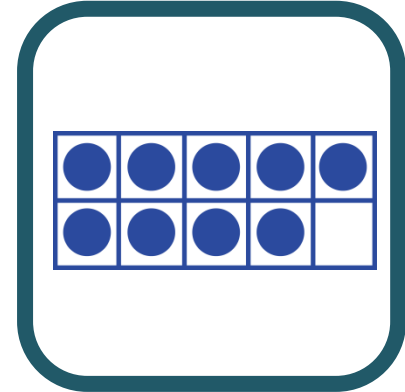
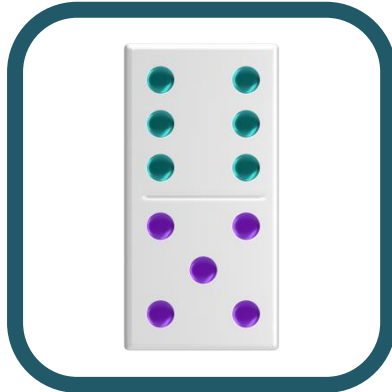
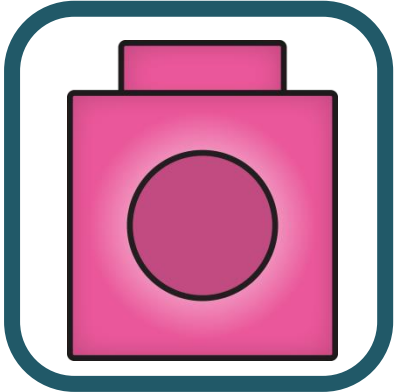
numbers bingo

$$\begin{array}{r} 3 \\ + 3 \\ \hline \\ \hline \end{array}$$



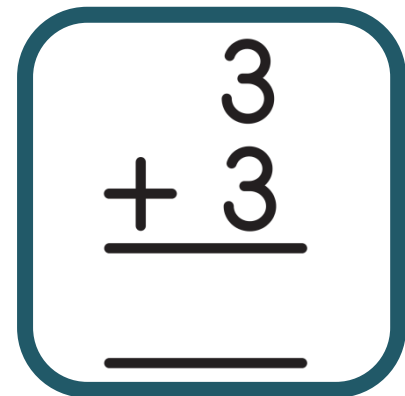
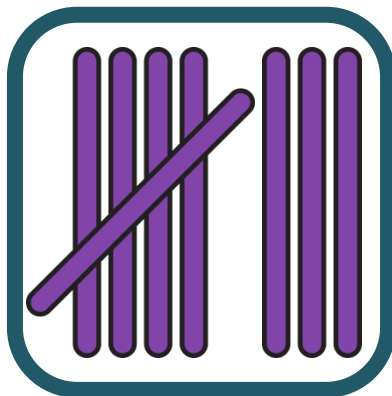
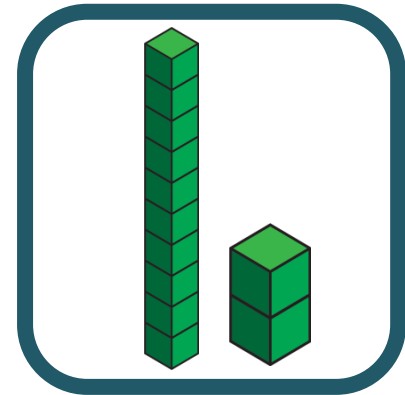
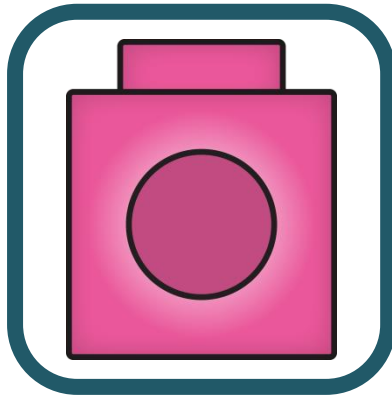
Card 2

numbers bingo



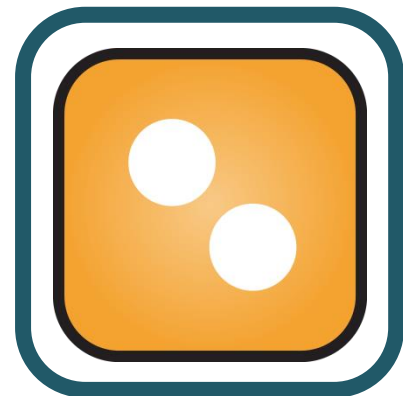
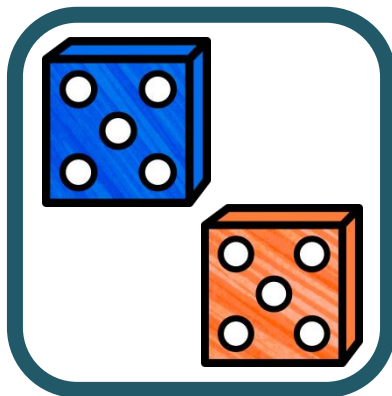
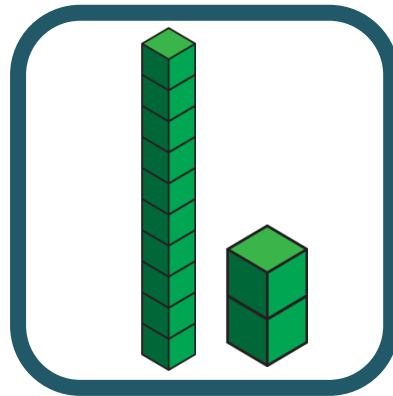
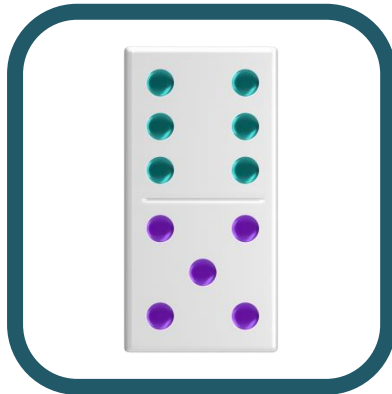
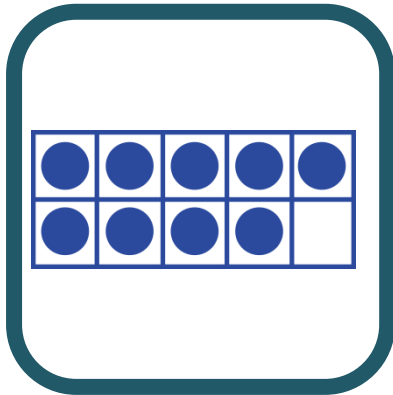
Card 3

numbers bingo



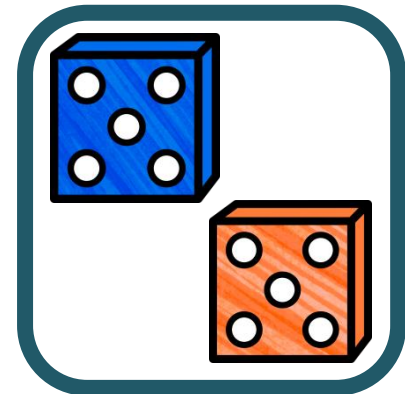
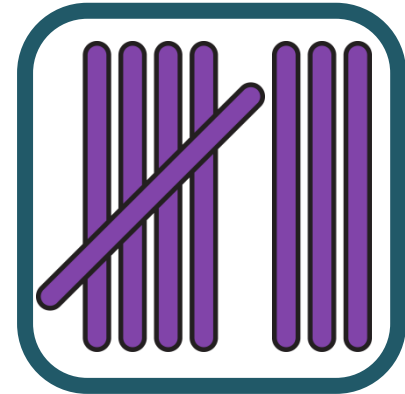
Card 4

numbers bingo

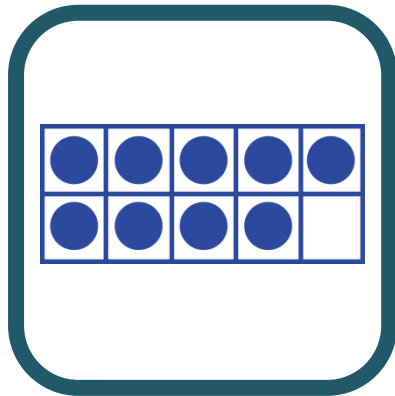
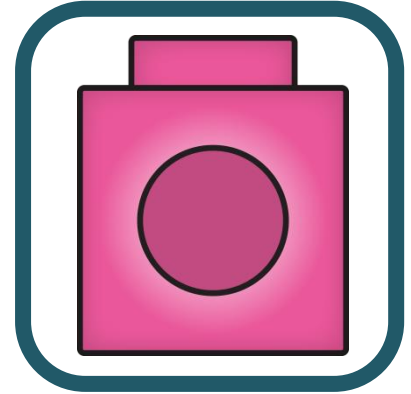
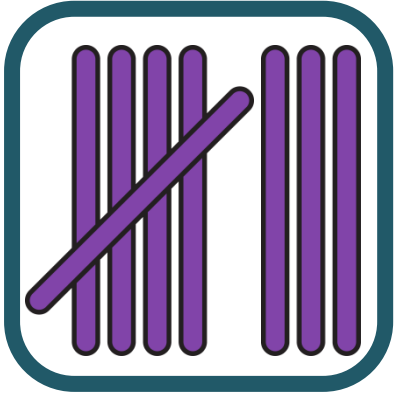


Card 5

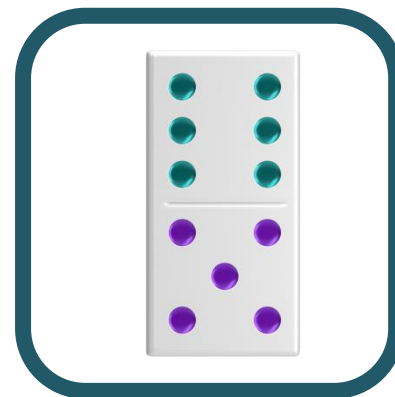
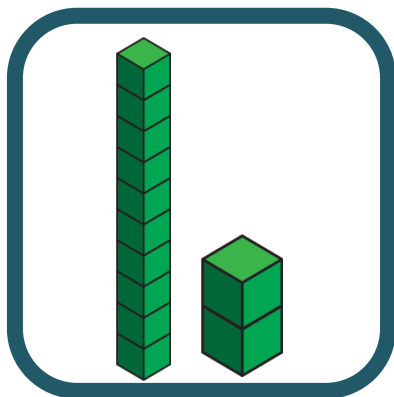
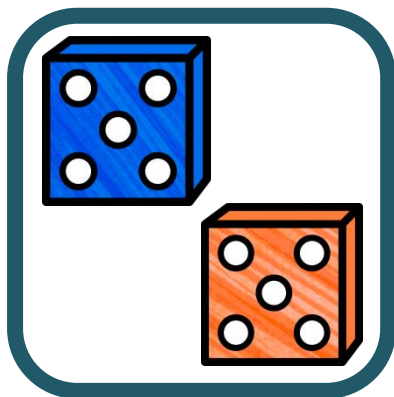
numbers bingo



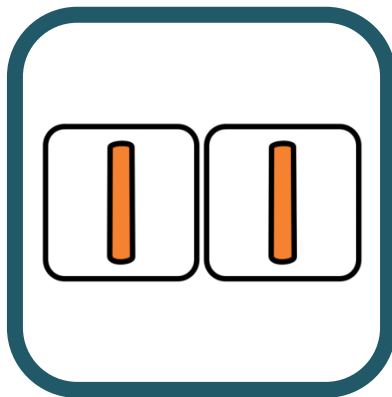
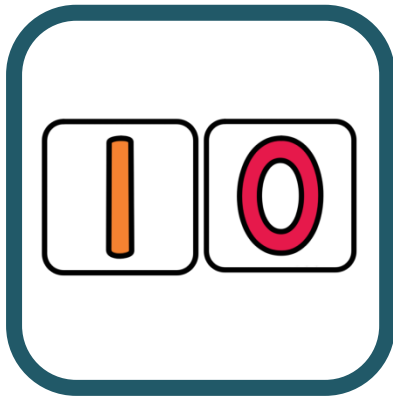
Card 6



$$\begin{array}{r} 3 \\ + 3 \\ \hline \end{array}$$







one

two

three

four

five

six

seven

eight

nine

ten

eleven

twelve

Numbers 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 Numbers 1-12 in maths and it features images that represent each of these numbers. Twelve images in all are used. Six different bingo cards are included, so it would be useful for Station Teaching or small group work. Three ways of playing the bingo game are included – using either picture-picture matching, word-picture matching or number-picture matching.

Print out and laminate sheets 2-7 for the pupils. Print and laminate multiple copies of either the picture cards or the words cards or the number cards and cut them up individually. These could all be laminated so that they can be used again and again.

Place the deck of cards upside-down in the centre of the group. Each pupil in turn selects a card from the top of the deck. If they have that image/word/number 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/words/numbers, 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/number 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.

For Your Information

Thank you for downloading this Seomra Ranga resource. We hope that you find it practical and useful in your classroom.

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Please DO:

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- Make this resource available to your pupils in a private enclosed online space eg. Google Classroom, Seesaw, Edublogs etc.
- Tell others if you have found it useful.

Please DO NOT:

- Copy or share this resource (in part or whole) with others who have not joined our website. By becoming a member for themselves, they will help the site develop into the future.
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Kind regards, Seomra Ranga

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