B I N GO

TEACHER INSTRUCTIONS

- **1.** Print and distribute a BINGO card for each student.
- 2. Print and cut out teacher cards. These cards will be selected at random and read to the class.
- **3.** When a word is called, students will mark the word on their BINGO card.
- **4.** When a student receives a BINGO (five in a row in any direction) they must alert the teacher by yelling, "BINGO!"
- **5.** Answers should be double-checked and confirmed.

GOAL OF ACTIVITY

The goal of this activity is to engage the class in conversation with each word called.

For example, when biomedical research is called, ask the class for real-life examples.

WILD CARDS

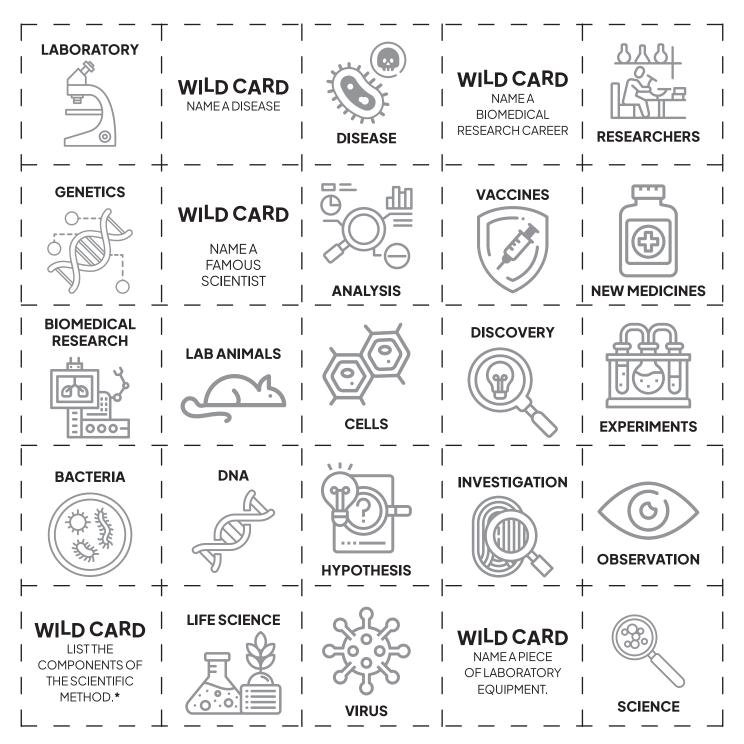
In order to further encourage classroom engagement, Wild Cards are interspersed throughout each BINGO card.

Wild Cards are similar to free spaces. When a Wild Card question is called, a student can write it down in one of their Wild Card spaces.

The student's answer to the Wild Card question must be correct in order to mark that space.

For example, if the Wild Card Name a Disease is called, a student can write that question down in one of their Wild Card spaces. If a student receives a BINGO, their Wild Card answer must be correct in order to win the game.





^{*}ANSWER: Observation, hypothesis, experimentation and conclusion.







