University of Northern Iowa

UNI ScholarWorks

Sharing STEM: Math Games

Open Education Resources

January 2020

+3 Bingo [Grades 1-2]

Regents' Center for Early Developmental Education

Let us know how access to this document benefits you

Copyright ©2020 Regents' Center for Early Developmental Education Follow this and additional works at: https://scholarworks.uni.edu/mathgames

Recommended Citation

Regents' Center for Early Developmental Education, "+3 Bingo [Grades 1-2]" (2020). *Sharing STEM: Math Games*. 69.

https://scholarworks.uni.edu/mathgames/69

This Games is brought to you for free and open access by the Open Education Resources at UNI ScholarWorks. It has been accepted for inclusion in Sharing STEM: Math Games by an authorized administrator of UNI ScholarWorks. For more information, please contact scholarworks@uni.edu.

Offensive Materials Statement: Materials located in UNI ScholarWorks come from a broad range of sources and time periods. Some of these materials may contain offensive stereotypes, ideas, visuals, or language.

Notes for Plus Three Bingo

Level: Pre-K-2nd grade (depending on the version)

Recommended # of Players: 2 or more

Materials: +__ Bingo game boards for every player; 1 die (number 1-6); transparent

chips (approx. 25 per player)

Math Skills: Addition from 1-5 (depending on the version); spatial reasoning

Mathematical benefits

+__ Bingo is a very simple family of games. Children are able to actively participate throughout the entire game. Even as children take turns rolling the die and announcing the number, all players get to place a mark on the number that is called at each turn.

Addition of numbers 1-5: Players have the opportunity to practice adding small numbers (1-5) to numbers 1-6. This provides children with a good alternative to drills with sums. Teachers can also observe how children add small numbers (counting up versus counting on; starting with the largest number versus starting with the number on the die even when it is smaller than the number being added).

Spatial Reasoning: Players have the opportunity to decant from thinking about only horizontal and vertical rows. To be successful, they must consider diagonal rows, as well. Players must evaluate all the possible boxes to place their chip and decide which box is the most beneficial to help them achieve 6 chips in a row.



Materials: Enough + 3 *Bingo* game boards for every player; 1 die (number 1-6); about 25 transparent chips for each player

Objective: To be the first person to get 6 chips in a row vertically, horizontally, or diagonally.

To Play:

- 1. Players decide who will go first.
- 2. Players take turns rolling the die, adding 3 to the number rolled, and announcing the answer.
- 3. All players with that number on their board cover it up with a chip. Players may only cover one number on each turn, even if their board has more than one of the number that is called.



4. The first person to have six chips in a row is the winner.



7	5	6	8	9	4
9	8	6	4	5	7
9	5	8	7	6	4
8	7	6	4	6	9
5	8	6	9	7	4
7	5	9	6	8	4

8	4	9	6	5	7
7	4	5	9	8	6
6	7	4	9	8	5
9	5	6	4	7	8
4	7	9	6	8	5
6	8	7	4	9	5

7	9	8	6	5	4
7	5	4	6	8	9
4	6	7	8	5	9
9	6	4	5	7	8
4	7	9	6	8	5
5	7	8	6	9	4

6	4	9	8	7	6
9	5	8	7	4	5
8	5	9	7	6	4
7	7	6	9	5	4
4	6	5	8	7	9
5	9	8	6	7	4