



English

PICTURE BINGO



PICTURE BINGO

CONTENTS

The set contains 100 picture cards. The cards have an illustration on one side and the name of the picture on the other.

36 bingo cards are also included. The bingo cards have six illustrations on one side and the corresponding names on the other.

Shapes

square
circle
triangle
rectangle

Colours

red
blue
green
yellow
pink
purple
brown
black
white
orange
grey

Animals

lion
tiger
elephant
giraffe
zebra
monkey
hippo
snake
crocodile
dog
cat
mouse
cow
horse
hen
frog
butterfly
rabbit
sheep

Clothes

skirt
trousers
shirt
sweater
T-shirt
coat
scarf
gloves
shoes
boots
socks
umbrella
belt
cap

Inside the house

chair
table
armchair
sofa
bed
wardrobe
fridge
washing machine
lamp
television
telephone
window
door

Food

ice-cream
cake
biscuits
fish
chicken
egg
chocolate
sweet

banana
apple
pear
orange
cherry
strawberry
tomato
carrot
grapes

Means of transport

car
bicycle
aeroplane
train
motorcycle
boat

Nature and Weather

tree
flower
sun
moon
cloud
rainbow
rain
wind
snow
star

Free time

ball
computer
doll
kite

School

book
pen

LET'S PLAY BINGO

Play **Picture Bingo** with your friends or as part of your English lesson in school. Use the brightly coloured cards to play Bingo or to invent new games of your own.

BINGO IN THE CLASSROOM

Picture Bingo can be used in your English language classroom to introduce or revise both words and structures.

WARM UP

Get your class in the mood to play with this fun brainstorming activity. As well as being a good way of introducing your students to the game it gives you the chance to test their vocabulary.

Put all the cards, picture side up, on a table.

Arrange them in rows according to their groups (see list on pages 2+3). Some cards may belong to more than one group - *bicycle* could belong to *Free time* or *Means of transport*, *computer* to *School* or *Free time*.

Keep your students' age, interests and language level in mind when making the groups.

Ask your students to guess the names of the groups (*Nature, Animals, Toys* etc.) and to create smaller groups within the larger ones (*Four-legged animals, Grey animals, Food I like, Food I don't like, Salty food, Dark colours* etc.) If you wish, get them to create their own personal groups (*Green things, Things I have, Things I can spell* etc.)

Now ask questions:

What's the biggest group?

What's the smallest group?

What groups have four things?

How many words do you know for each group?

Now ask personal questions asking the class to hold up the card illustrating the answer.

*What's your favourite animal?
How do you come to school?
What are you wearing today?
What colour is your friend's sweater?
What do you eat for dinner?*

TEACHING ACTIVITIES

Here are some ideas for teaching activities. Adapt them to suit the level and mood of your class.

BINGO

Play **Picture Bingo** in four different ways.

1. Picture-Picture Match

Put a bingo card picture side up in front of each of your students. Now pick a card, say its name aloud then show the picture to the class. The students with that picture on their bingo card cover it over.

2. Word-Word Match

Put a bingo card word side up in front of each of your students. Now pick a card, say its name aloud then show the word to the class. The students with that word on their bingo card cover it over.

3. Word-Picture Match

Put a bingo card picture side up in front of each of your students. Now pick a card, say its name aloud then show the word to the class. The students with that picture on their bingo card cover it over.

4. Picture-Word Match

Put a bingo card word side up in front of each of your students. Now pick a card, say its name aloud then show the picture to the class. The students with that word on their bingo card cover it over.

Please note that when playing **Bingo orange** may be either the fruit or the colour. Make the distinction when your students are using the picture Bingo cards.

WHAT IS IT?

Put the pack of cards picture side up in the centre of a table. In turns the students take a card from the pack and say its name aloud without checking the back of the card. You are the judge - check they say the correct word and be as strict as you wish about correct pronunciation. If they say the name correctly they keep the card. If they make a mistake they put the card at the bottom of the pack. The student with the most cards at the end of the game is the winner.

Variation 1

Get the other students to act as judges. If they think a student has made a mistake or mispronounced a word they can challenge him/her. If their challenge is correct they get the card.

Variation 2

Play with the word sides up.

Get the students to read out the words and to give a correct translation of them in L1. You can act as judge or get the other students to do so.

HAPPY FAMILIES

Before play choose 4 cards (a family) from each group. You should have a pack of 36 cards. Give equal numbers of the cards to the students (six is a good number for this game). Tell them to make sure the others can't see either the words or the pictures. They now have to make as many families as possible.

For example, Josh is trying to make an animal family:

Josh: Sara, have you got a lion?

Sara: No, I haven't.

(after another turn)

Josh: *Emma, have you got a lion?*

Emma: *Yes, I have! Here it is!*

The winner is the student with the most families or the first student to make at least two families.

10 QUESTIONS

Get the class to form 2 or more groups. Each group chooses a card from the pack making sure the other groups can't see it. The groups now have to guess each other's card by asking up to 10 questions which have a *yes* or *no* answer.

Is it an animal?

Can you eat it?

Is it small?

SHOPPING

Give each student a bingo card. Starting with the top-left picture, one student starts play by saying:

When I go shopping I buy a (fridge).

The next student continues by adding his/her own picture:

When I go shopping I buy a (fridge) and a (crocodile).

Play continues with each student adding his/her item to the list. If the same item crops up twice get them to choose the next picture on their bingo cards.

Any student who makes a mistake or forgets an item on the list is out.

The last student left in the game is the winner.

Get the students to check that the word chain is repeated correctly.

STORYTELLING

Before beginning the activity choose the cards you think most suitable. You will need at least one card per

student. Place your chosen cards picture side up on a table in the centre of the class.

The students gather around the table. One starts the game by choosing a card and forming a sentence using the word illustrated on his/her card.

For example a student who chooses the card with the *motorcycle* could start by saying:

My brother has got a big red motorcycle.

The next student picks another card (say *fridge*) and continues:

Mummy is angry because he always leaves it in the kitchen next to the fridge.

Help the students if necessary by writing words on the board. Do not correct them as they speak - if you wish to give them the correct form of a phrase reformulate what they have just said.

The stories will inevitably be illogical - that's what makes them fun!

Variation

Place your chosen cards picture side up on a table in the centre of the class. Ask the class to form groups. Each group writes a story involving the items illustrated. As before, their stories need not be logical. Get them to read through them when they have finished and correct any mistakes. They then read or act out their stories in class.

*These suggestions are intended as a starting point. Have fun developing your own games and activities to suit your own class' specific needs. And above all enjoy using **Picture Bingo!***

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