

**Recreation & Leisure**  
**Lesson Plan—Emerging, Developing, Mastery**  
**Bingo**

**Instructional Area:**  Leisure  Community  Home Living / Daily Living  
**Ability Level:**  Emerging  Developing  Mastery

**Topic / Skill Outcome:**

- Bingo

**Learning Area(s):**

- Communication
- Math and Science
- Physical Education / Recreation & Leisure
- Personal Resource Management
- Literacy

**Purpose of Lesson / Objective:**

- Increase active participation in listening, letter identification, number identification, cooperation, social skills, and increase skills in playing the game Bingo

**Materials / Equipment / Environment:**

- Bingo cards
- Numbered “Balls”
- Bingo markers
- Bingo number dispenser
- Master caller card

**Group Size:** 2-4    **Time Required:** 30 minutes (flexible)

**Lesson Procedure:**

1. Find an appropriate table and location to play Bingo
2. Have a student locate the Bingo game and bring to the table where the game will be played
3. Have students set up the game by passing out Bingo cards, markers
4. Decide/choose who is going to be the Bingo caller
5. If any adaptations are necessary, have programmed and ready to use. For example, program voice output devices (i.e., Big Mac switch or a Step by Step switch)
6. Have person call the Bingo numbers and letters accurately
7. Have students locate correct location to put their marker on. Use adaptation to ask for help if necessary or if students are able to talk, have them ask for help if necessary.
8. Have the caller wait until everyone is ready to have another number called
9. Continue until a player has Bingo
10. Have the player read back/show the numbers to caller to check for accuracy
11. Have everyone congratulate the winner
12. Decide if you have enough time to play another game
13. Clear board or continue with current game
14. Switch cards and the person who calls the Bingo numbers
15. After completed game, put all pieces in their appropriate location
16. Return game to shelf/storage location

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**Carry Over / Related Activities:**

- Play games that require letter recognition such as Scrabble Jr.
- Play games that require number recognition such as UNO or Trouble
- Play with partners or in teams

**Supporting Activities / Possible Adaptations:**

- Use a single voice output device with a prerecorded message to say, to say “Bingo, “Congratulations,” “Can we play again”, “I need help”, etc.
- Program a multi-step voice output device with a prerecorded message to call the Bingo numbers
- Cards with larger print, area to mark

**Strategies for Participation:**

- Partners or small groups
- Use voice output devices to increase active participation
- Chooses items of high student interest as “prices”

**Student Reaction / Evaluation:**

- Record assistance level needed by a student to activate a voice output device or to play the game
- Record how many number/letter combinations a student correctly identifies
- Record the percentage of number/letter combinations student locates on Bingo card and assistance needed
- Record student’s ability to attend to the game and to display good sportsmanship skills while playing the game.
- Bingo is a lifetime game, it is very enjoyable
- “Play of the Day”: Students share a positive comment about the activity or peer

**Lesson Support:**

(Introduction – lead in, background information, supporting concepts and activities – curriculum)

- Number recognition and matching skills
- Letter recognition and matching skills
- Adapt materials to meet varying needs of individual students
- Concepts to be taught and modeled include: good vs. bad sportsmanship, positive social interactions, strategic planning, self-confidence and self-esteem
- Purchase incentives/prizes prior to game