



# Bingo X

Bingo X is played with rank bingo cards, chips, nenchu ABC cards and nenchu X cards. This is a game that can be played once students are competent in their knowledge of the alphabet and have had sufficient exposure of the letters out of order. As such, this game is recommended to be played in the latter stages of the yearly curriculum.

Please ensure your students have had adequate practice with chips (introduced in Listen Up stages 2 and 3) and PPR.

## Set Up

No penalty chips. ( A small or different color chip)

Teacher - Students - Teacher procedure

Student groups of two or more per bingo card

Students ask for a bingo card and color chips (At nenchu, this is a great time to introduce this concept and build a solid foundation before progressing into the rank).

Assign when each student will place a chip on the bingo card. One example of this is to give each student in the group a number, and have them practice picking up one chip when their number is called.

“Kota, you are number one.”

“Nanaka, you are number one.”

“Wataru, you are number one.”

“Aoi, you are number two.”

“Koki, you are number two.”

“Yutaro, you are number two.”

“Risa, you are number three.”

“Yui, you are number three.”

“Joji, you are number three.”

“Number ones, pick up a chip.”

“Number twos, pick up a chip.”

“Number threes, pick up a chip.”

Give each group a Bingo X card (If class sizes are small, allow groups to take more Bingo X cards).

The teacher shuffles the Nenchu ABC cards and asks each group to place their Bingo X cards into the pile. Try to cheat fairly by making sure the Bingo X cards are not too close to the beginning of the pile.

Place the bingo cards in the centre of the table.

### **Bingo Play (Stage 1)**

1) The teacher reads the first letter, and students repeat.

Number ones put a chip on the corresponding letter of the bingo card.

2) The first group flips over the next letter in the pile.

(You can decide that one student in each group takes turns doing this. This is also a great way to maintain class control as you can reward the best behaved student in each group to do this task, just make sure everyone has a turn eventually).

3) The teacher says the letter and students repeat. Continue this procedure until a Bingo X card is unveiled.

#### *When a Bingo X Card is Unveiled*

The group that flips the ABC card to unveil a BINGO X card can then choose any other group's bingo card to remove a chip from play.

Once students understand the strategy of this game, they will take a chip from the group who almost has a complete bingo row.

At the beginning stages/nenchu level, students will just take any chip, and this is okay. However, the group that takes a chip from another group's card must be able to say the letter to remove it from play.

If the group is unable to identify the letter, the chip remains in play. Follow the above procedure until a bingo row has been completed.

### **Bingo Recall Stage 1 (Options)**

1) The teacher can reward a bingo row without getting the students to read the letters. (This option is only recommended for psychological reasons, i.e. a group that hasn't won anything during the lesson).

2) The teacher reads out the letters and has all students repeat.

3) The teachers reads out the letters and has the winning group repeat.

4) The teacher reads out the letters, has the winning group repeat, and has the other students in the class agree or disagree.

5) Flash all remaining ABC cards Teacher - Students - Teacher(Stages 2 - 4 make sure you are developing correct pronunciation skills)

## **Bingo Play Stage 2**

Follow the same set up procedures as above.

One group flips the card and says the letter.

Teacher confirms.

The other groups repeat the letter.

If the students are unable to identify the letter correctly, the teacher place a different color chip on the Bingo card. Place the ABC card in a separate pile for later review.

Continue the game as outlined including Bingo X procedure.

## **Bingo Recall Stage 2 (Options)**

- 1) The students who have a completed bingo row must read the letters correctly to win the game.
- 2) The teacher repeats the letter, and then all students repeat.
- 3) If they are able to identify the letter which has a different color/small chip, they win the game.
- 4) If the group makes a mistake, at the teacher's discretion, decide whether to let it pass or continue the game.
- 5) Once a Bingo game has been won, review the letters marked by different color chips. These should have been placed in a separate pile for review.

The above bingo game is based on nenchu level learners. However, it can be adjusted to review lowercase abcs and phonic sounds in higher PLS ranks.

Following standard PLS procedure, input input input. Use the letters as an opportunity to teach new words which begin with the same letter, ask questions, review language exposed through other materials and have fun!