


Vocabulary Bingo

Purpose	<p>This unusual version of Vocabulary Bingo stimulates student-directed learning processes by asking the students to (1) choose the vocabulary words, (2) create their own unique Bingo cards, and (3) invent the game clues using synonyms, antonyms, and fill-in-the-blank sentences.</p> <p>There are two versions of the form:</p> <ol style="list-style-type: none">1. Expanded (one Bingo card fits on one page).2. Reduced (two Bingo cards fit on one page).
Grade Level	9-12 and University
Number of Pages	4 [including cover sheet and game instructions]
Available Files	pdf and docx
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Author	Catherine Thomas
Author's Website	http://www.columbia.edu/~thomas/
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Steps:

1. Distribute an authentic text to the students. For example, the authentic text could be an article or story, a blog posting, a cooking recipe, a restaurant menu, or lyrics from a song. If possible, distribute copies of the text in advance so that it can be read as homework.
2. Ask students to choose words from the text that they think are new, interesting, or difficult.
3. Write the selected words on the board and make sure the students know the meaning of each word by asking them to supply definitions, or, if necessary, by supplying definitions yourself. When you have 16 words on the board, the game can begin.
4. Ask students to make their own Vocabulary Bingo cards with 16 empty cells (4 columns and 4 rows) and to write the words in the cells, in any order the students wish. Thus, each card will be unique.
5. Ask students to take turns choosing a word from the list without telling which word they have chosen. Instead of saying the word, the student gives a clue: a synonym, an antonym, or a fill-in-the-blank sentence. When someone else can identify the corresponding word from the list, everyone crosses out that word.
6. The first person whose card has four crossed-out words across, down, or diagonally is the winner.

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