



**Short Activity**  
**Ages 6–8**  
**15-25 minutes**

## Fairy Tale Bingo

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### Description

Try your luck in this interactive picture bingo

### Number of Participants

There are 30 unique bingo cards; if you print these cards more than once for larger groups, participants with duplicate cards will get bingos at the same time

### Space Considerations

Indoor space with tables and chairs for all participants

### Competencies

- Following directions
- Social interaction

### Materials

- Bingo cards printed, preferably in colour, on card stock or regular paper (if desired, you can laminate the cards for extra durability, especially if using them for multiple programs)
- Word list (first page of bingo card file)
- Small paper scraps (no bigger than each bingo square) or small tokens
- Container for word cut-outs
- Prizes (optional)
- Number templates to identify winning order
- Scissors (adult use only)
- Pencils or crayons
- Microphone if necessary
- White board or computer-display screen

## Preparation

- Print the word list (the first page of the bingo card file), cut the words out and place them in a container
- Cut paper scraps or purchase tokens for participants to cover the called-out words on their cards
- If giving prizes, each prize should be fairly equal in value, and there should be plenty of selection and duplicates to ensure that all participants are happy after the program is done

## Implementation

1. Hand out one bingo card to each participant as they enter the program.
2. Shake the container with the list of words, and pull out one strip at a time.
3. Each time, call out the letter (B, I, N, G or O) and the character on the slip. The letter indicates which column the participants should look down; the character will appear in that column only.
4. Repeat the call-out to ensure that everyone is able to hear you clearly. For a large space or many participants, use a microphone if necessary.
5. Participants look at their cards and place a paper scrap or token on top of the character that has been called out. The called-out characters should remain covered for the full duration of the game.
6. The first participant to get five in a row horizontally, diagonally or vertically should shout out BINGO!
7. It is optional to offer prizes for this program; the first player to get a bingo could receive the first prize. If using prizes, it is important that all children receive a prize in the program, not just one winner. (See step 10 for the prize-numbering system.)
8. After the first one-line bingo, a recommended way to play would be to simply continue the game with all participants attempting to get a full card (all 25 words covered), rather than a full line.
9. The first player to get a full card should shout out BINGO!
10. This participant could then select a prize or, depending on the number of participants, could be given a printed number 2 and would be the second in line during the prize selection after the first prize winner, who could be given a printed number 1.
11. The game continues until every participant gets a full card (i.e. bingo) and receives either a prize or a number in line to select a prize.
12. If using the prize-numbering system, participants would line up in the order they obtained their full-card bingo, to select from a variety of prizes.
13. It is possible that many participants will get bingo at the same time as the game progresses; generally, a fair way to assign prize-selection order in these cases is to allow younger players to select prizes before older players.

## Accessibility Considerations

- Offer options to cover called-out squares, such as large tokens to place on top of the square, or a writing instrument to draw an X over the square
- Read out *and* display (for example, on a white board or computer-display screen) everything that is being called out; you may need multiple staff in the room for this
- Repeat call-outs
- For a large space or many participants, use a microphone if necessary
- One staff member can be assigned to walk around the room and assist as needed
- If distributing prizes, ensure that all participants receive a prize
- Use 3-D stickers that represent the characters in the card squares

## Book Suggestions

*Magical Beings of Haida Gwaii* by Terri-Lynn Williams-Davidson, Sara Florence Davidson, Alyssa Koski and Judy Hilgemann

*Myths and Legends of the World* by Alli Brydon and Julia Iredale

*The Fabled Life of Aesop* by Ian Lendler and Pamela Zagarenski

## Download Links

[Bingo cards and word list](#)

[Number template for prize distribution](#)