



Long Activity
Ages 4–12
15–20 minutes

Bug Bingo

Description

Try your luck in this interactive picture bingo

Number of Participants

There are 40 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 are ideal, but kids can also play while seated on the floor

Competencies

- Following directions
- Social interaction

Materials

- Bingo cards printed, preferably in colour, on cardstock or regular paper. If desired, you can laminate the cards for extra durability 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
- Whiteboard 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, U, G, S) and the insect name on the slip. The letter indicates which column the participants should look down; the insect name 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 insect that has been called out. The called-out insects should remain covered for the full duration of the game.
6. The first participant to get four in a row horizontally, vertically, or diagonally should shout out BUGS (or 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 16 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 prizewinner, 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 whiteboard 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 3D stickers that represent the characters in the card squares

Book Suggestions

Big as a Giant Snail: Discovering the World's Most Gigantic Animals by Jess Keating and David DeGrand

Burt the Beetle Doesn't Bite! by Ashley Spires

Butterflies are Pretty ... Gross! By Rosemary Mosco and Jacob Souva

It Fell From the Sky by Terry Fan and Eric Fan

The Bug Club by Elise Gravel

The Bug Girl (A True Story) by Sophia Spencer, Margaret McNamara, and Kerascoët

The Mystery of the Monarchs: How Kids, Teachers, and Butterfly Fans Helped Fred and Norah Urquhart Track the Great Monarch Migration by Barb Rosenstock and Erika Meza

Download Links

Full Activity PDF

[Bingo cards and word list](#)

[Number template for prize distribution](#)