

Learning with Puppets™

Presents



Beany Bingo

Welcome to Beany Bingo!

This Learning with Puppets printable set includes:

- This handy-dandy guide
- A printable Beany Bingo Game Card
- A blank Calling Cards/Tracking Page
- A 100 Calling Cards/Tracking Card Page



Skills and Concepts:

- letter, word and number recognition
- auditory and visual discrimination
- game playing etiquette and more!

To Prepare:

1. Print out one blank Bingo cards per player. Glue to card stock and laminate, if desired. Or, just slip each card into a plastic page protector and allow students to use beans or water soluble write-on-wipe off markers to mark cards.
2. Print out two copies of the "Calling Cards/Tracking Card" page. (Note that calling cards have letter indicators in corner.)
3. Decide on a list of targeted information you want children to practice: letters, letter combinations, names, spelling words, vocabulary words, Word Wall words, thematic words, book titles., authors, animal names, numerals, answers to simple math equations, math terms, science terms, etc.
4. Record your list of target information on your whiteboard or on a piece of chart pad paper. Or, record each item on an individual word card and display cards together in a pocket chart. (If your list contains less than 24 items, you may copy the same piece of information onto multiple spaces on your card.)
5. Copy the same list in random fashion onto one of your "Calling Cards/Tracking Card" pages and cut apart. (Use the other page to track called cards. After calling a card, place it on the matching space on the Tracking Page so you can verify winners at a glance.)
6. Place cut-apart calling cards into an opaque bag or box.

To Play:

1. Distribute the Beany Bingo cards to players. Explain that the object of the game is to cover 5-spaces in a row, vertically, horizontally or diagonally and that the Beany space is a FREE space.
2. Have players copy the information from your list in random fashion onto the spaces on their cards. Pull call cards from your container, one at a time and announce the information recorded there.
3. Have children use beans or markers on their cards to cover or cross out an item that matches an item you called.
4. First player to cover 5 spaces in a row, a column or a diagonal calls "Beany!"
5. To verify that it's a "good" Beany Bingo, the winner must read back his or her winning row for you to check against your tracking page.
6. The winner then gets to pull and call the cards for the next game.

Extra! The 100 Calling Cards/Tracking Card Page can be used when you want to play a game of Classic Bingo. The numbers at the top of each column indicate the numerical range for that column. When helping players prepare their cards, have them record appropriate numbers in random fashion in each column. Make two copies of the 100 Tracking Card. Cut one apart and use those cards as calling cards. As you call each number, place it on top of the card left in tack. Use this to verify winners.

B

e

a

n

y



B	e	a	n	y
B 1	e 21	a 41	n 61	y 81
B 2	e 22	a 42	n 62	y 82
B 3	e 23	a 43	n 63	y 83
B 4	e 24	a 44	n 64	y 84
B 5	e 25	a 45	n 65	y 85
B 6	e 26	a 46	n 66	y 86
B 7	e 27	a 47	n 67	y 87
B 8	e 28	a 48	n 68	y 88
B 9	e 29	a 49	n 69	y 89
B 10	e 30	a 50	n 70	y 90
B 11	e 31	a 51	n 71	y 91
B 12	e 32	a 52	n 72	y 92
B 13	e 33	a 53	n 73	y 93
B 14	e 34	a 54	n 74	y 94
B 15	e 35	a 55	n 75	y 95
B 16	e 36	a 56	n 76	y 96
B 17	e 37	a 57	n 77	y 97
B 18	e 38	a 58	n 78	y 98
B 19	e 39	a 59	n 79	y 99
B 20	e 40	a 60	n 80	y 100

Thank You!

Thanks for downloading this
Beany Bingo Printable!

I hope you and your children enjoy using it
as part of your teaching & learning day.

Beany Bichon appears courtesy of Folkmanis®
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You'll discover a Seriously Silly
Teaching Method for Children ages 4-8

Mary Beth Spann, Founder & Creator, Learning with Puppets

