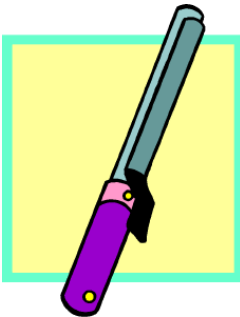
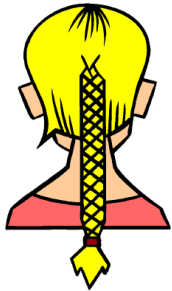
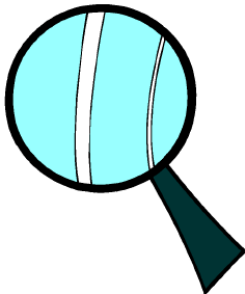
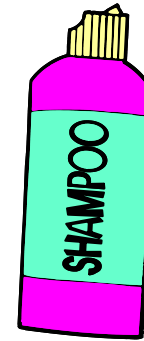
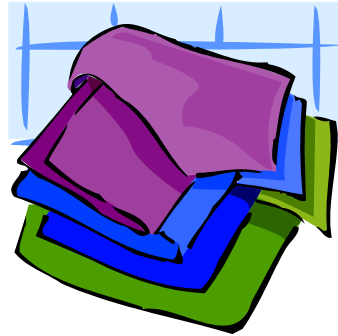


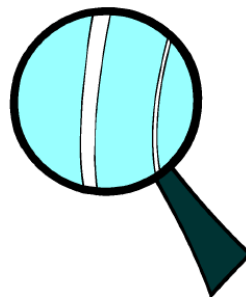
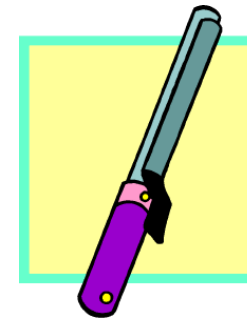
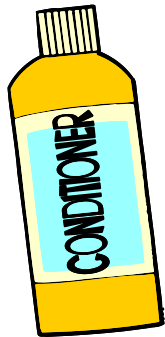
At The Hairdresser Bingo



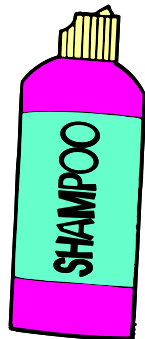
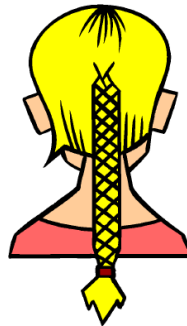
At The Hairdresser Bingo



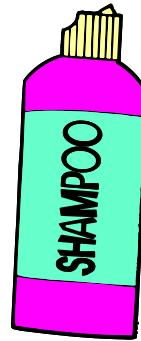
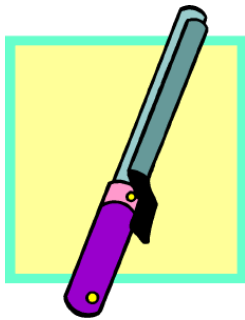
At The Hairdresser Bingo



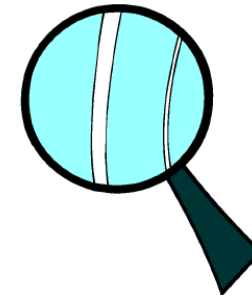
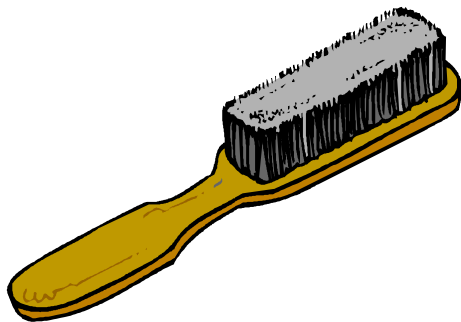
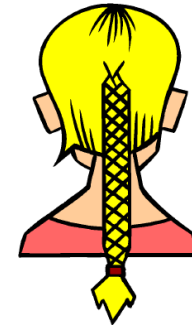
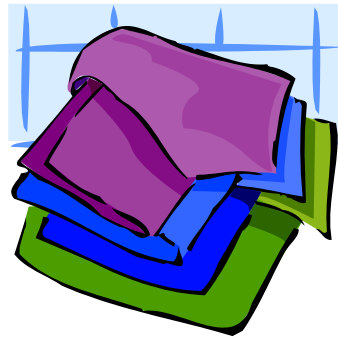
At The Hairdresser Bingo

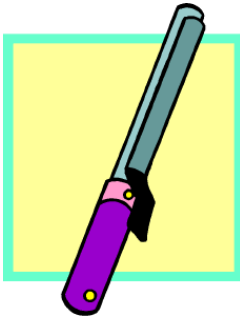
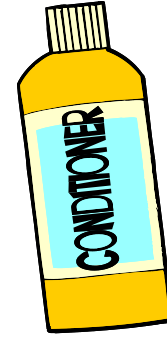
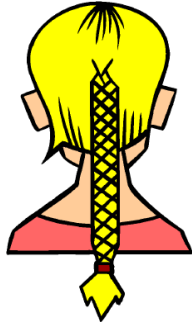


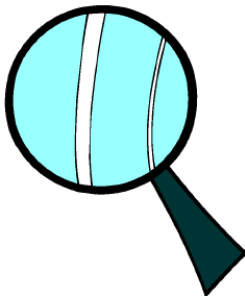
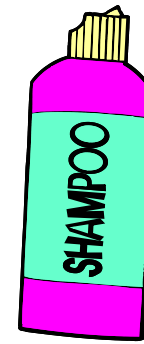
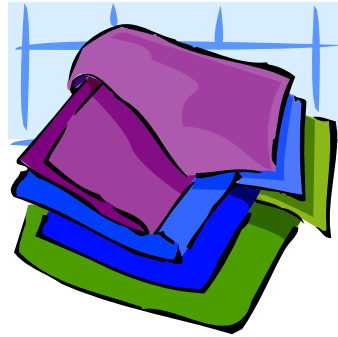
At The Hairdresser Bingo



At The Hairdresser Bingo







At The Hairdresser Bingo

Educational bingo games are a great way for pupils to learn so many different skills. They help with listening skills, visual discrimination, group work, turn taking and the reinforcement of the learning content of that particular bingo game.

This bingo game focuses on the theme of “At the Hairdresser” and it features images associated with a trip to the hairdresser. It is aimed at a group of six pupils, so it would be useful for Station Teaching or for Aistear work on the theme of the hairdresser.

Print out and laminate sheets 1-6 for the pupils. Print and laminate multiple copies of sheets 7-8 and cut into individual cards. Place the deck of cards upside-down in the centre of the group. Each pupil selects a card from the top of the deck. If they have that image on their card, they place the selected card on top of it. The first pupil to cover all six images on their card wins the game.

Alternatively, just print one copy of pages 7-8, laminate and cut up into cards. Place the deck of cards in the centre of the group. When a pupil selects a card with the same image as one on their own card, they cover their image with a counter or small cube and return the card to the bottom of the deck.