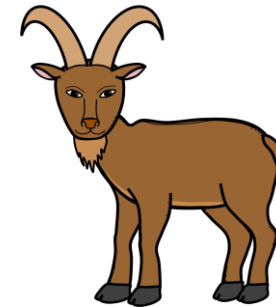
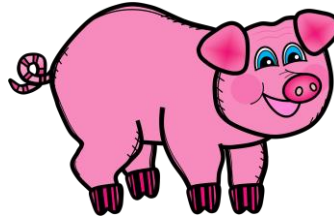
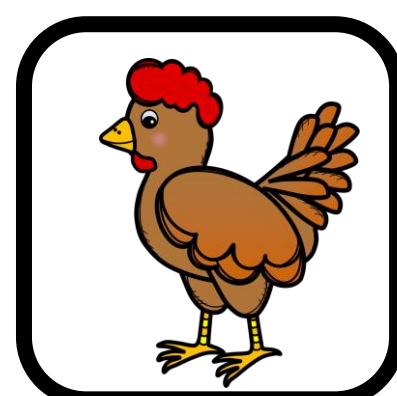
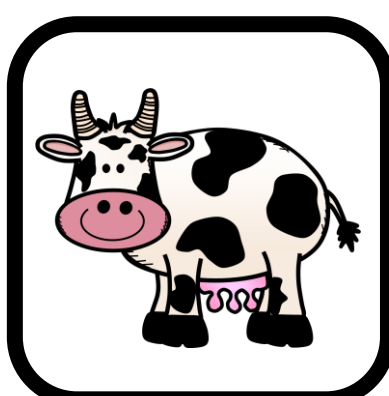
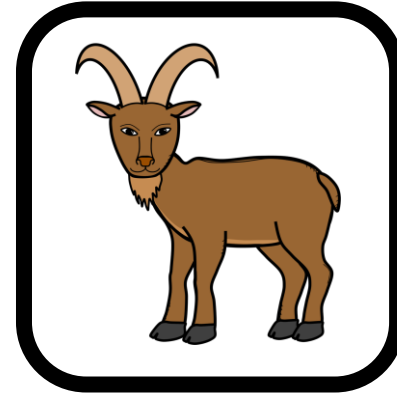
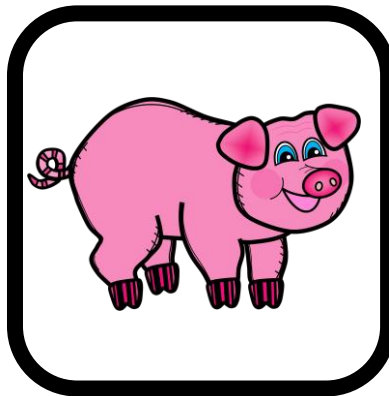


# Biongó

## d'Ainmhithe Feirme

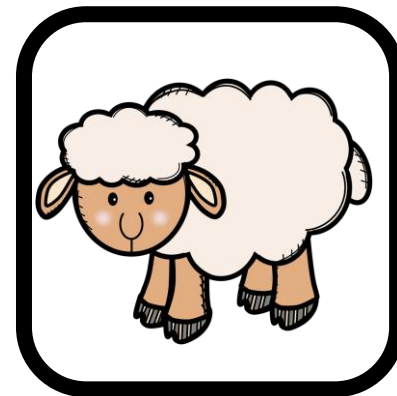
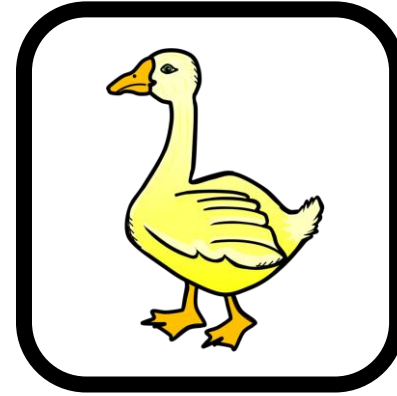
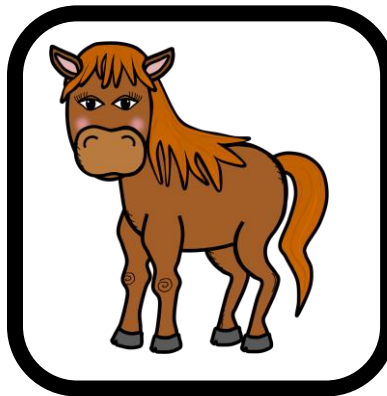
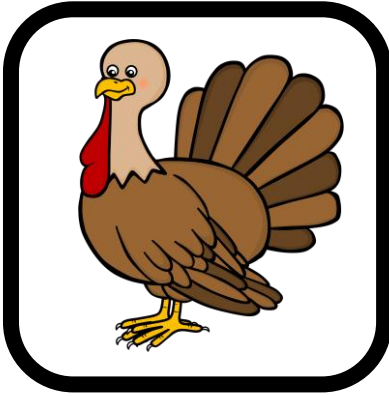


# Biongó d'Ainmhithe Feirme



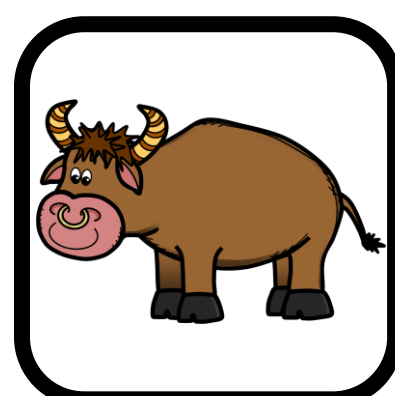
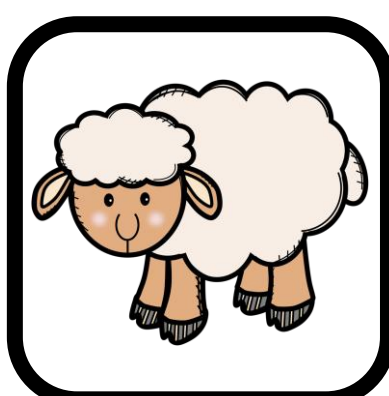
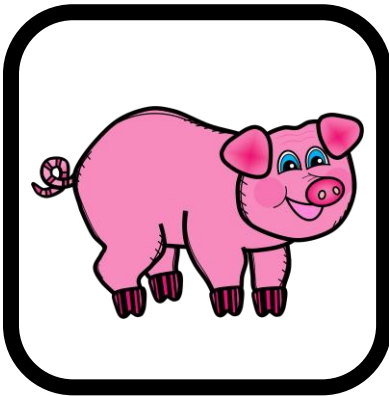
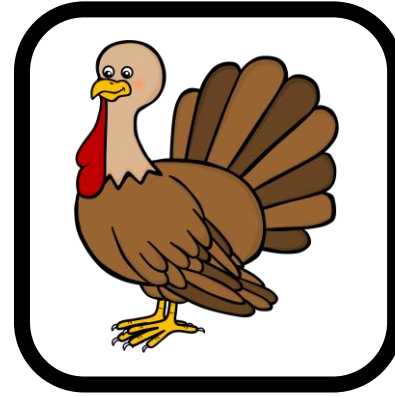
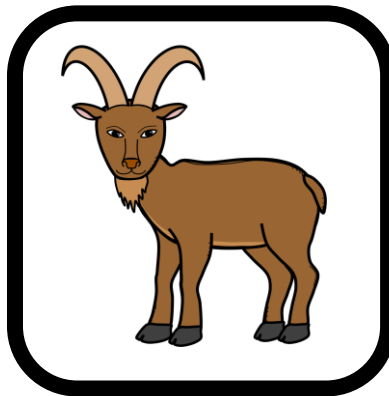
Cárta 1

# Biongó d'Ainmhithe Feirme



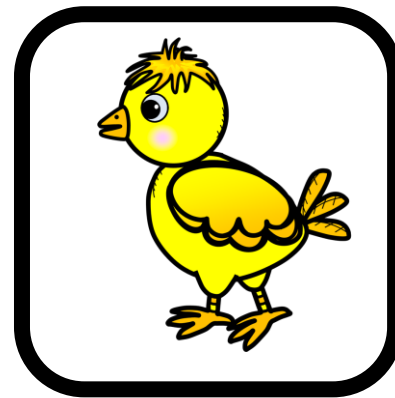
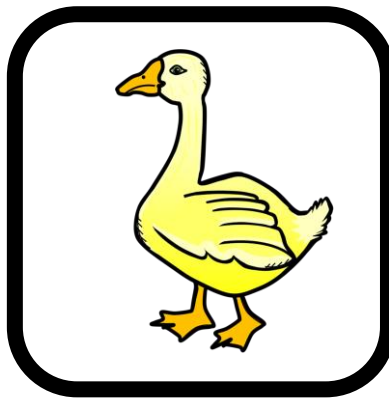
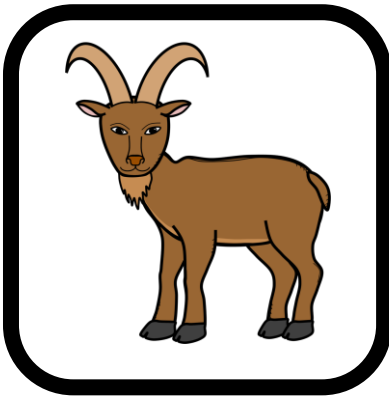
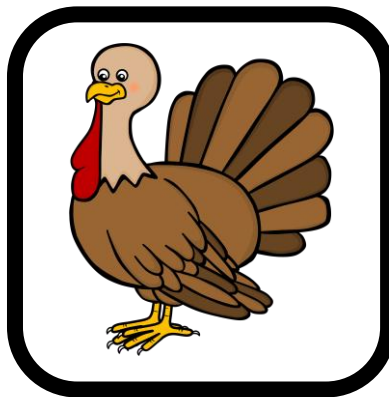
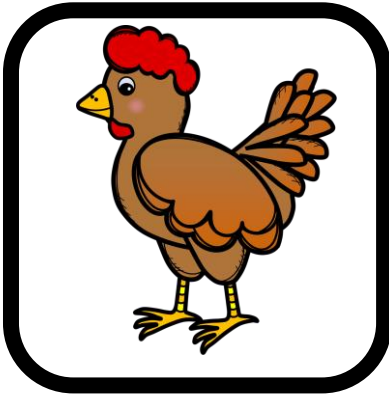
Cárta 2

# Biongó d'Ainmhithe Feirme



Cárta 3

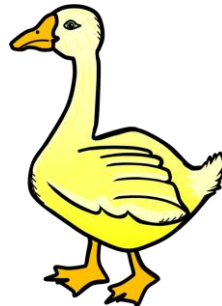
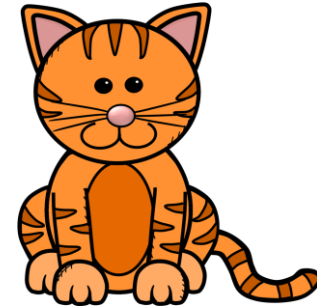
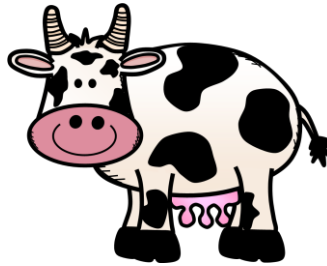
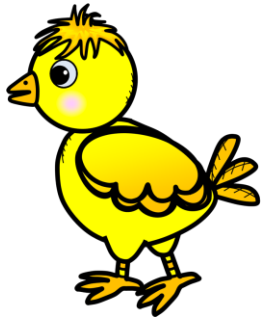
# Biongó d'Ainmhithe Feirme



Cárta 4

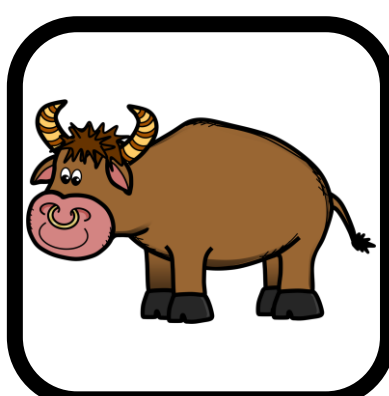
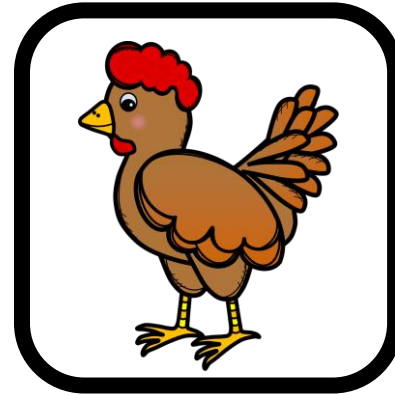
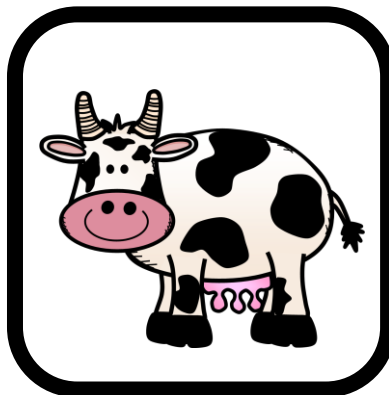
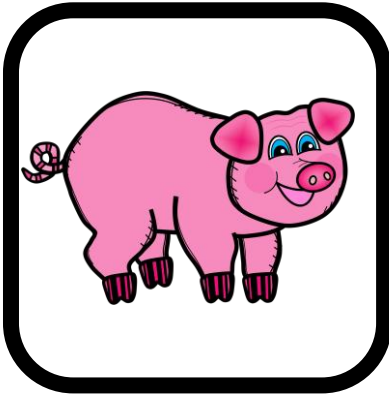


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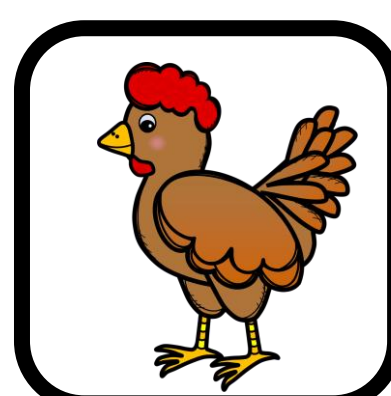
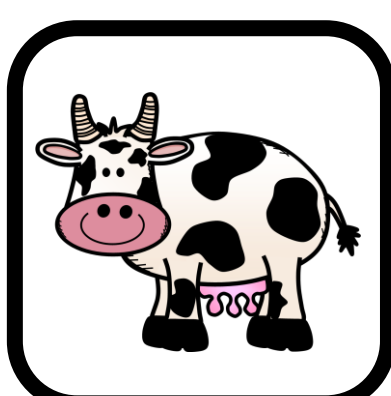
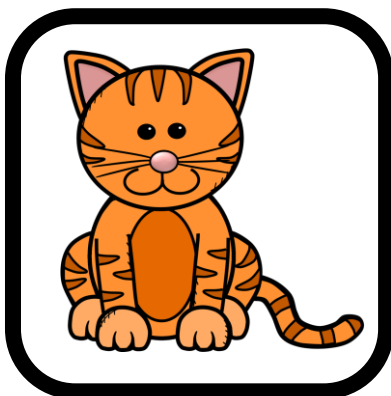
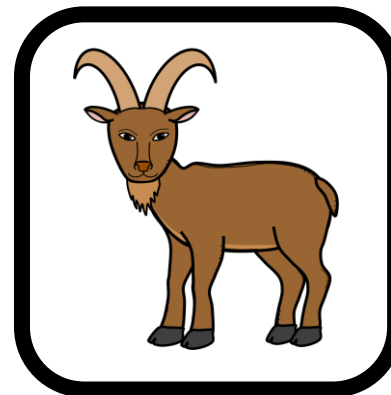
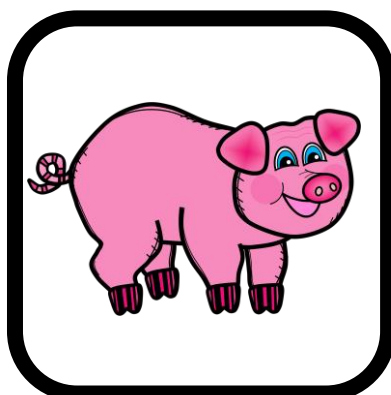


Cárta 5

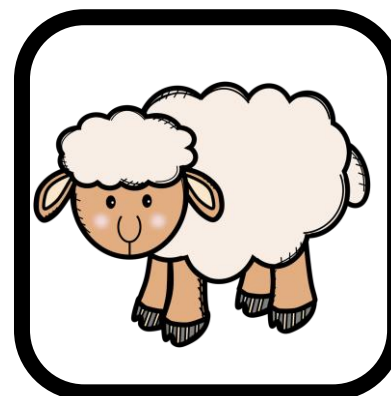
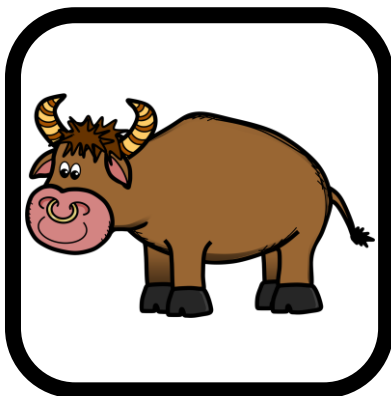
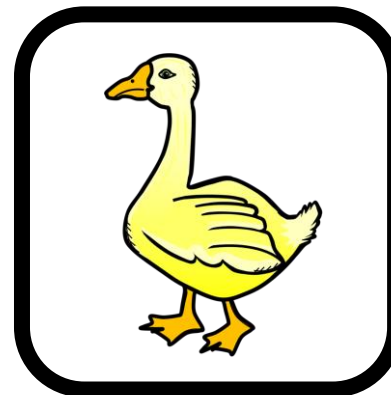
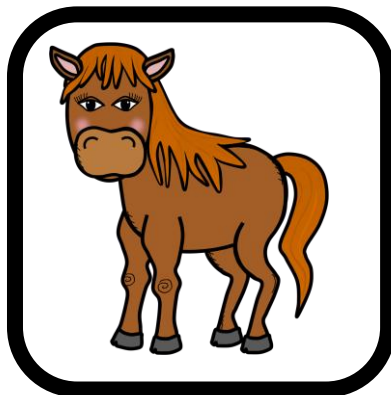
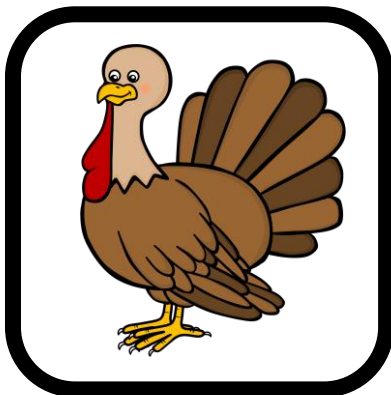
# Biongó d'Ainmhithe Feirme



Cárta 6







madra

muc

gabhar

cat

bó

cearc

turcaí

capall

gé

tarbh

sicín óg

caora

# Farm Animals 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. They also act as a stimulus for oral language and conversation.

This bingo game focuses on the theme of Farm Animals and it features images like a cow, horse, pig, sheep, turkey, goose etc. Twelve images in all are used. Six different bingo cards are included, so it would be useful for Station Teaching or small group work. Two ways of playing the bingo game are included – using either picture-picture matching or word-picture matching.

Print out and laminate sheets 2-7 for the pupils. Print and laminate multiple copies of either the picture cards or the words cards and cut them up individually. These could all be laminated so that they can be used again and again.

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/word 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 the twelve pictures/words, 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/word 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.

## For Your Information

Thank you for downloading this Seomra Ranga resource. We hope that you find it practical and useful in your classroom.

Please be aware of the following conditions before using this resource.

### Please DO:

- Print and copy this resource so that you can use it with your pupils.
- Make this resource available to your pupils in a private enclosed online space eg. Google Classroom, Seesaw, Edublogs etc.
- Tell others if you have found it useful.

### Please DO NOT:

- Copy or share this resource (in part or whole) with others who have not joined our website. By becoming a member for themselves, they will help the site develop into the future.
- Make this resource available on your school website for anyone to download.
- Share this resource with participants on any sort of course
- Share this resource with other teachers in online groups eg. Facebook Groups, WhatsApp Groups etc.

Kind regards, Seomra Ranga

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