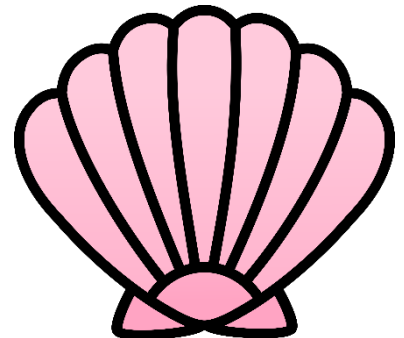
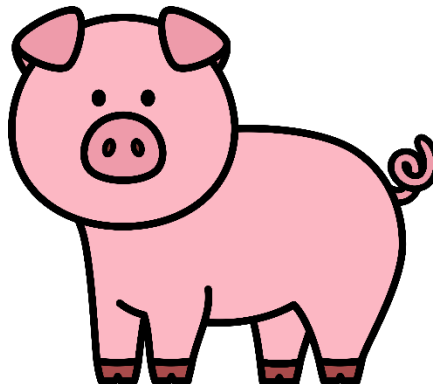


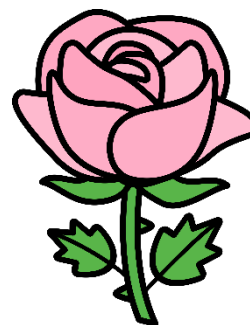
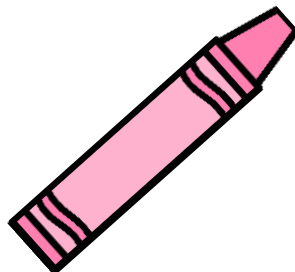
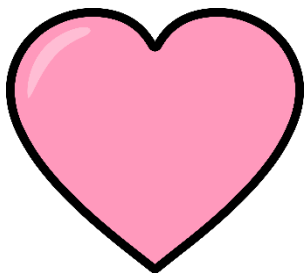
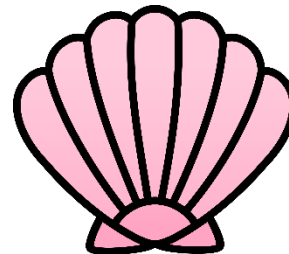
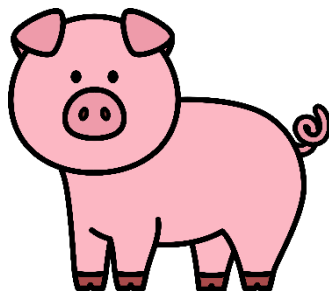
# Pink

# Bingo



Set 3

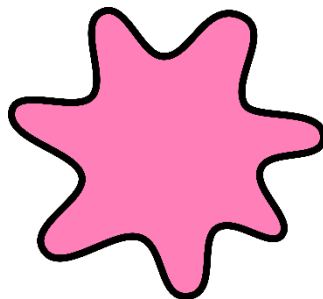
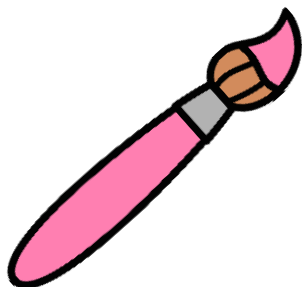
# Pink Bingo



Card 1

Set 3

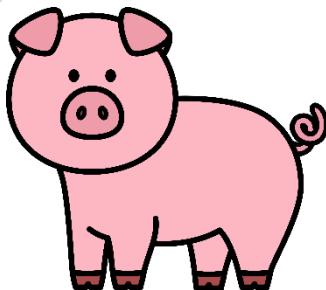
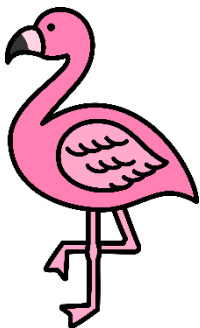
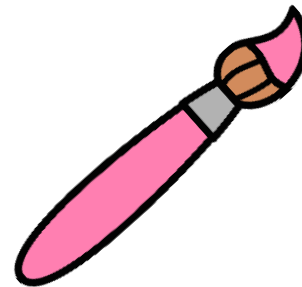
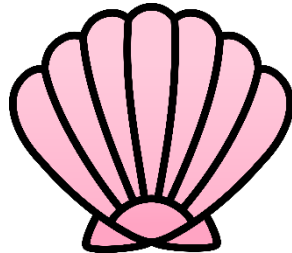
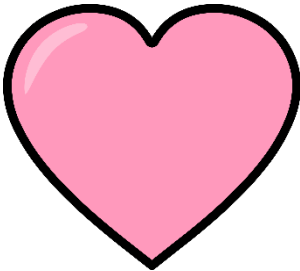
# Pink Bingo



Card 2

Set 3

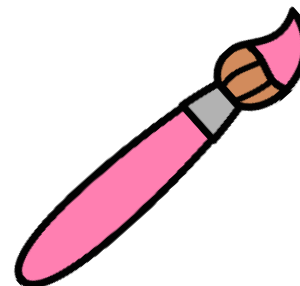
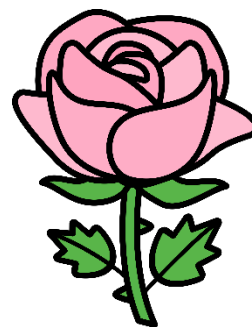
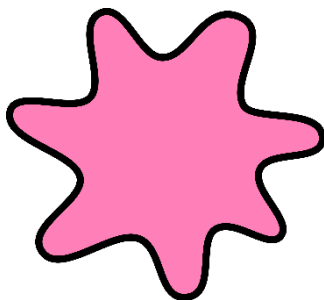
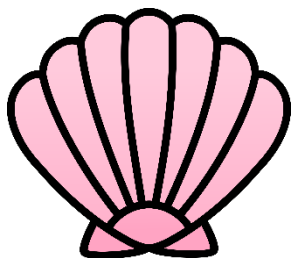
# Pink Bingo



Card 3

Set 3

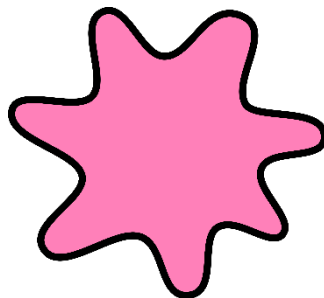
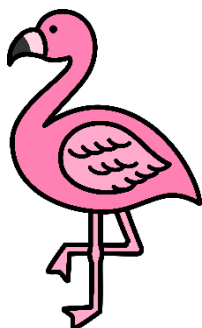
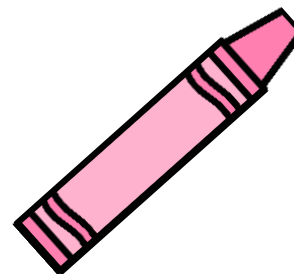
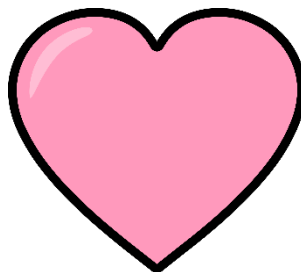
# Pink Bingo



Card 4

Set 3

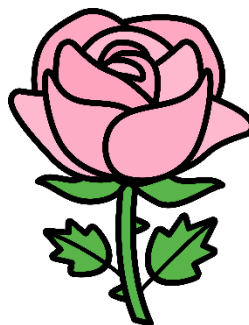
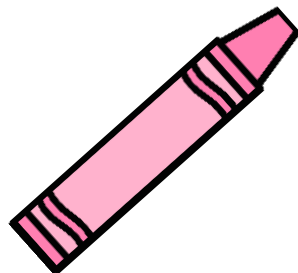
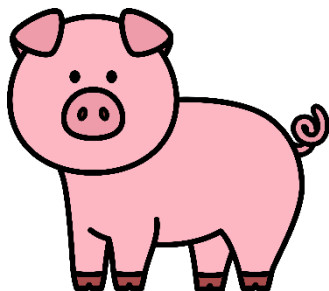
# Pink Bingo



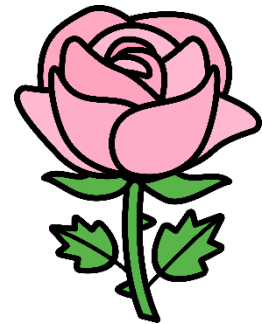
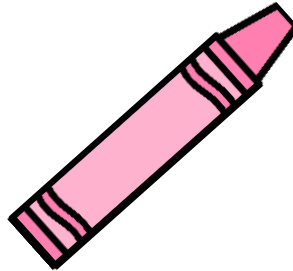
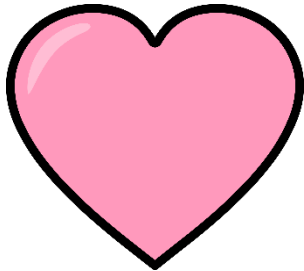
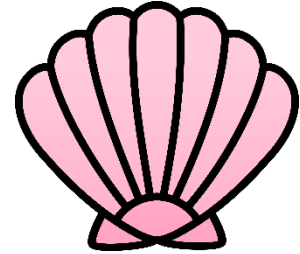
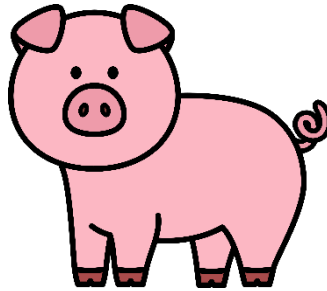
Card 5

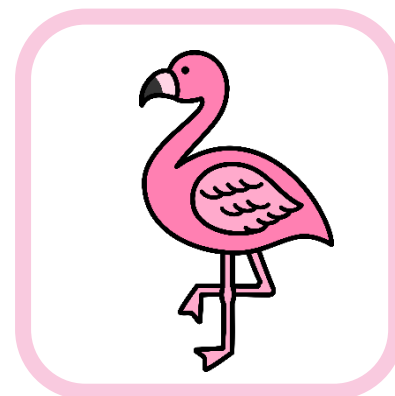
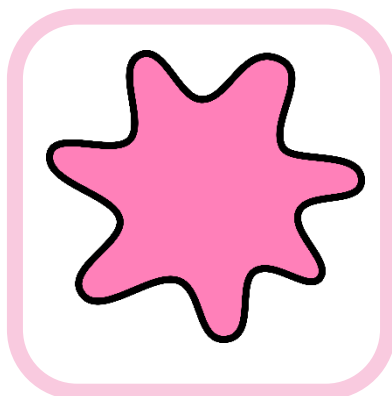
Set 3

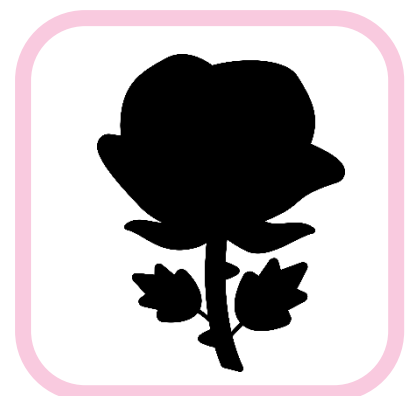
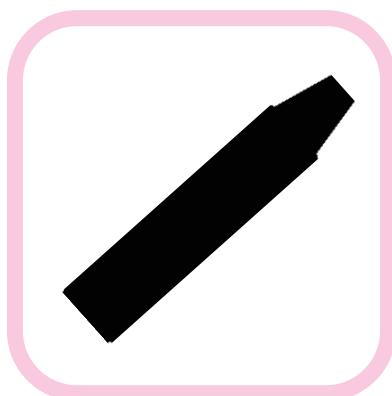
# Pink Bingo

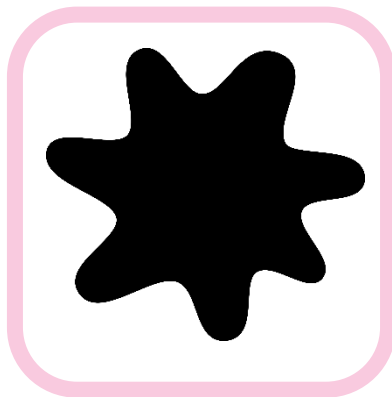


Card 6









runner

pig

shell

heart

crayon

rose

paint  
brush

starfish

donut

candy  
floss

paint

flamingo

# Pink 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 the colour Pink and it features images like a runner, candy floss, heart, flamingo, crayon, paint 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. Three ways of playing the bingo game are included – using either picture-picture matching, word-picture matching or silhouette-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 or the silhouette 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/silhouette 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/silhouettes, 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/silhouette 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.

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Kind regards, Seomra Ranga

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