Language Arts BINGO

10 Reproducible Bingo Games That Reinforce Skills in Grammar, Spelling, Vocabulary, and More

BY VIRGINIA MUSMANNO



New York • Toronto • London • Auckland • Sydney • Mexico City New Delhi • Hong Kong • Buenos Aires

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Contents

Introduction4
Using This Book5
Basic Instructions6
Blank Grids7
THE BINGO GAMES
Advanced Word Family Bingo 8
Contraction Bingo12
Ending Blend and Digraph Bingo16
Homophone Bingo20
Irregular Verb Bingo
Prefix Bingo
Suffix Bingo
Synonym and Antonym Bingo
Parts of Speech Bingo40
Syllable Ringo 11

Introduction



ost of us have had the pleasure of completing a row of plastic chips on a game card and triumphantly calling out that word. So why not bring the excitement of this fun and familiar game into the classroom, and use it to strengthen literacy skills?

Language Arts Bingo includes 10 Bingo games that provide fast-paced practice in key areas of your language arts curriculum. Students build word-recognition skills, develop their understanding of grammar concepts, and strengthen their spelling skills. They'll also build listening skills and learn teamwork. And all the while, they're having a good time!

GREAT FOR SECOND-LANGUAGE LEARNERS!

Students new to English can be very successful with the games in this book. The games will provide nonthreatening opportunities to learn words and grammar structures. Pair second-language learners with native English speakers. You might play the same game several times with these students, to reinforce the concepts introduced.



Using This Book

Each game is comprised of the following four pages:



TEACHER DIRECTIONS

Simple directions, tips, and extension activities help you and your students make the most of each game.



CALL LIST

This is a list of all the words the "caller" will call out during the game. (Cut along the dotted lines and put all the slips in an envelope before you begin to play.)



EIGHT STUDENT BINGO CARDS

Copy and cut apart the cards so that each student gets one. There are eight different cards, so several students will win at the same time. (Pair students together if you want to reduce the number of winning cards at one time.)



MAKE-YOUR-OWN GAMES

In addition, we've included four blank Bingo grids on page 7 so that students can make their own games on any topic!

TEACHING



Enlarge the cards if you wish. You might also laminate the cards for extra durability.

TEACHING



- Students
 might enjoy
 being the
 caller as well.
- Give small prizes such as pretzels, animal crackers, stickers, or mini-erasers.
- Make up a sentence for each word called to put words in context and build vocabulary.
- ◆ Store the master call list, envelope with call-list words, Bingo cards, and chips in a large, self-sealing plastic bag.

Basic Instructions

These simple instructions apply to all 10 Bingo games.

- Make two copies of the call list. Keep one copy intact, and cut apart the second one and place the slips in an envelope. (Making one of these on colored paper makes checking easier.)
- Make copies of the bingo cards, cut them apart, and distribute so that each student or pair of students can have one. Distribute chips or markers.
- Review the object of the game with students. Explain that a winner has five covered blocks in a straight line (vertically, horizontally, or diagonally).
- Pull words from the call envelope and read them aloud. (As you go, place each slip on your master call list.) Students find the "answer" or corresponding word (depending on the game) on their card and add a chip or marker. Pause long enough between words to allow players to search their cards. Remind students to cover only one square for each word called.
- When "Bingo" is declared, tell students to hold their cards. Say, "Clear your cards," once winners have been confirmed. Place the called words back in the envelope and, if desired, play again!

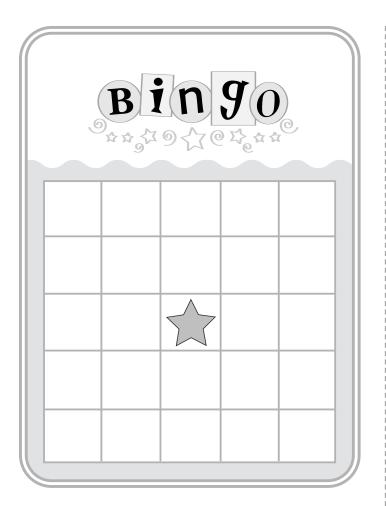
MARKERS

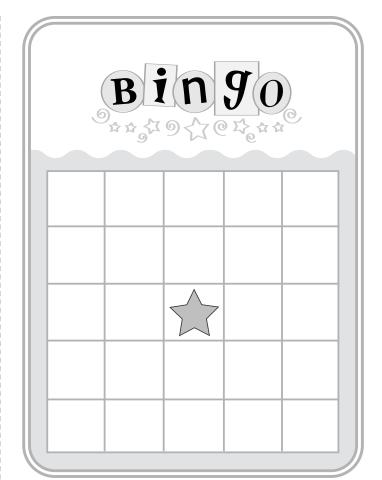
With a paper cutter, cut colored construction paper into small squares for chips. Keep the chips in sets of about 40 in individual envelopes or self-sealing bags. Students might also use the following as markers:

- ◆ Raisins
- ◆ Cinnamon red-hots
- ◆ Small buttons

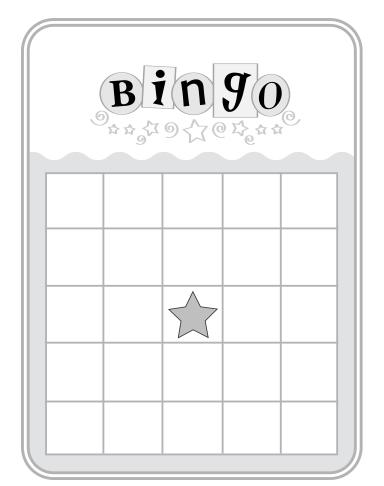
- Candy-coated chocolates
- ♦ Dried beans

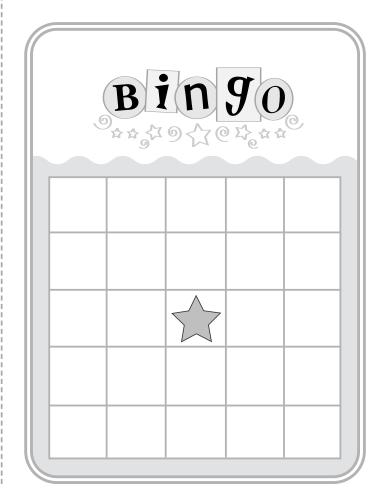
6





Language Arts Bingo page 7 Scholastic Professional Books





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Advanced Word Family Bingo

The word families encountered in upper-grade reading are not always easily decodable or recognizable. Quick recognition of these spelling patterns is the focus of this game.

DIRECTIONS

Practice first by making copies of the call list (one per student). Have students circle or highlight the word-family "chunk" (ending sound) in each word. Taking turns, as a class or with partners, students should pronounce all words.



Play the game according to the Basic Instructions given on page 6: You say the word, and students place their markers on the corresponding word family on their card.

Tips

Send the call list home for extra spelling practice before playing the game.

To simplify the game, write the words on the board as you call them.

TALK BACK

Pair students and pass out one Bingo card to each pair. Taking turns, one student reads a word chunk; the other provides a word with that chunk. Repeat for all chunks on the card. Reverse roles with another card. Or play the game with you as one player, and the class as the other.



BRAINSTORM

Write a word-family chunk on the board. In teams of three, have students write as many words as they can think of in that family. Set a time limit of a minute or two, then see which team has generated the most words.

SILLY SENTENCES

Ask pairs of students to write several silly rhyming sentences using words from the call list or from a particular word family. For example: On a clear morning last year, I shook with fear because a big smear appeared on my ear!

LIMERICKS

Word-family lists lend themselves nicely to limericks. Read a few limericks to familiarize the class with the format. Create a class limerick on the board using one of the word families. Or have pairs create their own limericks to read to the class!

Call List Advanced Word Family Bingo

bail	delight	complain	grief	unfair	brook	stream
assail	fright	explain	thief	deal	crook	crew
curtail	insight	obtain	good	heal	outlook	drew
frail	twilight	bread	hood	meal	undertook	mildew
trail	broil	dread	likelihood	steal	bellow	broom
brawn	coil	head	livelihood	zeal	burrow	bloat
drawn	foil	instead	understood	sleigh	shadow	caught
fawn	recoil	spread	bound	eighteen	glow	taught
lawn	spoil	agreed	found	weigh	void	appear
yawn	couch	bleed	ground	neighbor	gaunt	clear
bleat	crouch	deed	impound	freight	haunt	smear
cheat	grouch	feed	wound	broach	jaunt	boot
cleat	pouch	weed	affair	coach	beam	achieve
treat	slouch	belief	flair	bounce	give	believe
wheat	abstain	brief	impair	poach	gleam	grieve
blight	chain	chief	stair	roach	scream	float

Advanced Word Family Bingo ail ain air awn ead eal eat eed eight ought lef oach oil ood

ound

eam

ow

ew

ue

ief

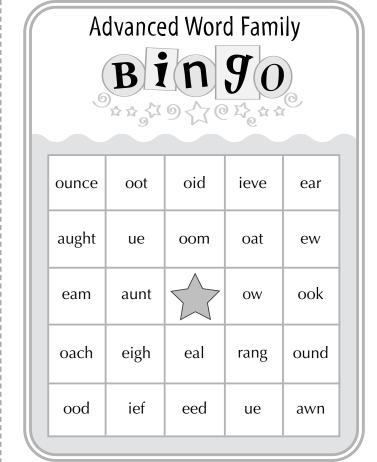
Language Arts Bingo page 10 Scholastic Professional Books

ouch

aunt

ook

ew







Advanced Word Family



eigh	eat	eam	ead	ief
ouch	ounce	OW	oid	eed
ail	air		aught	awn
eed	oach	ound	ue	ain
oid	air	eed	eal	oil

Advanced Word Family



ew	eed	ain	aunt	oom
ook	ead	ound	oid	ead
awn	aught		ail	ound
ood	ight	eat	awn	eigh
eed	ain	awn	oat	oot

Language Arts Bingo page 11 Scholastic Professional Books

Advanced Word Family



air	ight	ook	oat	eal
oach	ief	awn	oat	oid
ain	aught		ouch	oat
eat	air	aunt	ear	ieve
ouch	oil	eat	eed	ew

Advanced Word Family



e	ad	oid	ound	ail	aught
O	ok	ief	awn	ead	eat
iş	ght	ound		oom	ounce
(oil	awn	ail	oat	eat
i	ef	ead	eam	ieve	eigh

Contraction Bingo

Contractions make speech faster or less formal. To spell them correctly, students should understand that contractions are a way of combining two words, and that the apostrophe takes the place of missing letters.

Contraction Bingo aren't don't I'II I've should've couldn't hadn't I'm let's that's couldve hasn't she'II they'II didn't haven't it'II she's they're doesn't he's it's PAGES 14-15

DIRECTIONS

- Briefly review the concept of contractions. Correct placement of the apostrophe is often a problem; stress that it takes the place of the missing letters.
- Play the game according to the Basic Instructions given on page 6. You read the two-word equivalent, students place their marker on its corresponding contraction.

TEACHING



For spelling practice, ask each winner to spell the contractions in his or her "winning row."

Some students have trouble pronouncing contractions correctly. Have the winner pronounce all winning words.

SUNDAY PAPERS

Collect Sunday comics for several weeks and make black and white copies. Have students highlight the contractions in the comics. Tally them on copies of the call list. Compare tally sheets and analyze them to see if some contractions are more commonly used than others. Let students draw their own comic strip using at least one contraction in each frame.



CONTRACTION SKITS

Working in groups of three, students can write a short play on a theme of their choice. See which group can use the most contractions in their script. (They might use a copy of the call list for reference.)

CONTRACTION CONCENTRATION

Make a set of pronoun cards (you, we, she, I, and so on) and a set of cards with the contracted ending ('d, 're, 've, and so on). Lay all cards face down. Each player turns over two cards. If the player makes a contraction that can be read correctly, he or she keeps the cards. If not, he or she turns the cards back over in place. Players take turns until all cards are gone. The player with the most cards wins.

Call List Contraction Bingo

are not	did not	had not
he is	is not	l have
she is	that is	they have
we are	will not	you will
could not	does not	has not
l will	it will	let us
should not	they will	was not
were not	would not	you are
could have	do not	have not
l am	it is	she will
should have	they are	we will
we have	would have	you have

Contraction I'IIshould've don't I've aren't couldn't hadn't I'm let's that's could've hasn't she'll they'll

Language Arts Bingo page 14 Scholastic Professional Books

haven't

he's

it'll

it's

she's

should'nt

they're

wasn't

didn't

doesn't

Contraction we'll won't would've weren't we're you'll you're you've isn't aren't could've doesn't haven't I'IIit's let's should've they'll she's they're | couldn't | didn't don't hasn't

Contraction wouldn't don't it's they're you've it'll they'll that's doesn't won't didn't should've we've isn't shouldn't weren't could've I'III'm couldn't we're she's he's aren't



Contraction Bingo

haven't	we'll	you're	let's	hadn't
they're	they've	it'll	wouldn't	isn't
won't	isn't		could've	should've
couldn't	shouldn't	aren't	she's	we're
doesn't	l'm	don't	they'll	l've

Contraction



haven't	hasn't	she'll	hadn't	let's
we'll	don't	l've	wasn't	you've
doesn't	it's		they've	you're
didn't	it'll	they're	you'll	could've
isn't	they'll	would've	couldn't	l'm

Language Arts Bingo page 15 Scholastic Professional Books

Contraction



didn't	l'm	won't	they'll	it's
hadn't	shouldn't	you'll	wasn't	she'll
he's	we're		couldn't	weren't
should've	aren't	isn't	doesn't	wouldn't
they're	l've	hasn't	you're	she'll

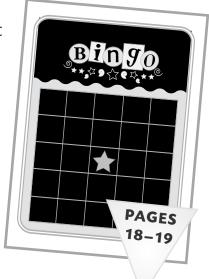
Contraction



you've	wouldn't	we're	they've	they'll
that's	you're	won't	we'll	they're
she'll	shouldn't		we've	wasn't
it's	let's	shouldn't	you'll	weren't
isn't	it'll	l've	she's	would've

Ending Blend & Digraph Bingo

The auditory discrimination of final consonant digraphs (two consonants that together make one sound) can be tricky. Most student practice concentrates on initial sounds rather than final consonant blends and digraphs. Here's a fun way to do just that!



TEACHING



Remind students to cover only one square per word called.

DIRECTIONS

- Before playing, review all the letter pairs you will be using by writing each on the board and having the students pronounce them. Give or ask for an example word for each letter pair (for instance, *ch* is in *teach*).
- Play the game according to the Basic Instructions given on page 6. You call the word; students put their markers on the corresponding digraph.

IN THE NEWS

Bring in a newspaper and several highlighters. Have teams of students highlight as many ending consonant blends or digraphs as they can in a given amount of time.



MATCHUP

Write the call-list words on index cards, leaving off the ending blend or digraph. Write the ending blends and digraphs on the board in a column. Pass out cards and have students attach self-sticking tape to the back as they receive their card. One at a time, have students stick their card next to an ending to make a real word.

DO-IT-YOURSELF DIGRAPHS

Using the blank Bingo grids on page 7, have students make their own Bingo card with new words, using the twelve ending blends and digraphs. They should list their words on a sheet of paper (without putting their name on it). Collect all papers, and play bingo by randomly calling out words from different students' lists.

Call List Ending Blend & Digraph Bingo

bench	adept	trunk	intelligent	shrimp
itch	slept	brash	print	skimp
match	wept	crash	serpent	autograph
peach	bald	polish	sprint	nymph
stitch	bold	rash	brisk	photograph
friend	emerald	relish	dusk	telegraph
intend	scald	asphalt	husk	triumph
mend	scold	cobalt	risk	booth
refund	blink	halt	whisk	fifth
offend	brink	salt	blimp	math
accept	bunk	tilt	limp	myth
adapt	shrink	absent	scrimp	north

Ending Blend & Digraph ch nk th lt ph ld sh nt pt mp sk lt ph nd sh ch nk th mp sk ld nd pt nt

Language Arts Bingo page 18 Scholastic Professional Books







Ending Blend & Digraph



nd	nt	ld	mp	lt
ph	ld	nt	ch	lt
sh	ph		nd	ph
sk	nk	ch	sh	nk
pt	pt	th	sk	th

Ending Blend & Digraph



mp	nd	th	nd	ph
ph	sh	mp	nt	lt
nt	sh		sk	ph
nk	sk	lt	nk	th
ld	th	ld	ch	ch

Language Arts Bingo page 19 Scholastic Professional Books

Ending Blend & Digraph



lt	nd	mp	sh	lt
ph	nk	ch	nd	nt
sk	ld		ld	mp
sk	th	ch	nk	th
nt	pt	mp	pt	sh

Ending Blend & Digraph



pt	pt	nt	sh	nk
ph	mp	nd	ph	ch
lt	sk		ld	th
ld	mp	nt	nk	th
ch	nd	sh	sh	pt

Homophone Bingo

Homophones (words that sound the same but have different meanings) can cause confusion and spelling problems. Multiple exposures to the correctly spelled word can help!

DIRECTIONS

- Copy the call list for the students.
 Discuss each pair of homophones and their meanings.
- Play the game according to the Basic
 Instructions given on page 6. Pull one slip and read both
 words aloud. Use each in a sentence and discuss the different
 meanings. For instance, say *aunt*, *ant*. Pause. Say, *I love my Aunt Judy* (pause
 to have those with *aunt* on their card place their chip. Then ask for a volunteer to spell *aunt*.) Then say, *The ant ruined our picnic* (pause to have those
 with *ant* on their card place their chip). Ask for a volunteer to spell *ant*.

Homophone Bing posures to the can help! e students. mophones and Homophone Bing aunt due inn pale sale bee feet not plane waste bored great write bear sell hair maid sale no claws hear knight PAGES 222-23

TEACHING



You might try some of the extension activities suggested below before playing this game, to lessen confusion.

Have the winners tell you not only the winning words, but also their meanings.

HOMOPHONE PAIRS

Ask each student to choose a pair of homophones to illustrate. Have them fold a piece of paper in half like a little book, then write a homophone on each side and illustrate each in turn.



HOMOPHONE BEE

Have an old-fashioned spelling bee, dividing the class into two teams. Say a homophone pair. A student on one team spells the word and uses it correctly in a sentence; a member of the other team does the same for the homophone mate. (Alternate which team goes first, since the team who goes second will always have the more challenging task.)

AMELIA BEDELIA

Read an Amelia Bedelia story to the class. Have students write a short paragraph of their own Amelia Bedelia story. To get them started, ask, What would Amelia do if you said, "Wash the hair on your head"? (She would put a hare on your head and wash it!)

SENTENCE WRITING

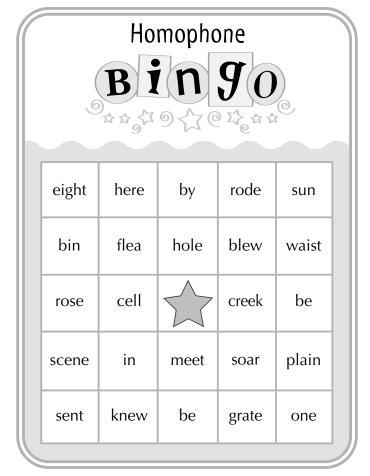
Have students write logical sentences that include two homophones, such as:

- ◆ The students were bored with the math problems on the board.
- ◆ I asked the bookseller to look for an old book in his cellar.

Call List		hare	hair	scene	seen	dew	due
Homop	Homophone		prey	cellar	seller	lessen	lesson
Bing	go	blew	blue	in	inn	steal	steel
ant	aunt	haul	hall	see	sea	dye	die
flour	flower	right	write	cent	sent	made	maid
pail	pale	board	bored	knead	need	tail	tale
ate	eight	heal	heel	sew	SO	fare	fair
grate	great	road	rode	clause	claws	mail	male
pause	paws	brake	break	knew	new	their	there
bare	bear	here	hear	soar	sore	feat	feet
groan	grown	rose	rows	creak	creek	meat	meet
peace	piece	by	buy	knot	not	waist	waste
be	bee	hole	whole	son	sun	flee	flea
guest	guessed	sail	sale	dear	deer	one	won
plain	plane	cell	sell	know	no	wood	would
been	bin	hour	our	stair	stare	night	knight

Homophone due sale aunt inn pale bee feet plane not waste bored write great bear sell hair maid sale no knight claws hear buy sore

Language Arts Bingo page 22 Scholastic Professional Books







Homophone Bingo

dough	mail	sell	here	see
by	pause	waste	write	their
hole	pray		bee	sun
fare	one	tail	piece	knight
meat	road	groan	aunt	fair

Homophone Bingo

rode	fair	sea	whole	right
ant	be	won	there	waist
made	know		meet	son
night	mail	ate	board	right
tale	fare	won	wood	grate

Language Arts Bingo page 23 Scholastic Professional Books

Homophone



dye	ant	our	guest	cellar
male	paws	need	flour	blew
lesson	do		be	pray
their	bare	peace	been	no
feat	grown	heal	brake	stair

Homophone



dough	pause	sew	do	flee
flower	hare	dear	lessen	waist
guessed	pray		steal	hear
plain	blue	board	die	feet
bin	haul	know	stare	there

Irregular Verb Bingo

Most past tense verbs are formed by adding *-ed*. However, students need to read and write irregular verbs, too!

DIRECTIONS

To familiarize students with irregular verbs, copy the call list for each student and read each present-tense verb aloud. Invite the class to "echo" its past tense in response. Depending on students' levels, they can cover up the past tense column. Tell students to "think yesterday!"



Play the game according to the Basic Instructions given on page 6. Call out a present tense verb, and have students look for its past tense equivalent on their card. Ask for a volunteer to use the past tense verb in a sentence.

TEACHING



As you call the verbs, use them in sentences to keep them in context.

SWITCHEROO!

Have half the class write a sentence using a present tense verb (each student using a different verb). Ask the other half of the class to write sentences using past tense verbs. "Presents" switch with "pasts" and rewrite the sentence on the page in the opposite tense.



PAST-TENSE CHARADES

Pick past-tense verbs from the call list and have children act them out as the rest of the group guesses the word.

PAST-TENSE MEMORY

Start a story and go around the circle, with each student repeating all that was said previously. For instance:

Teacher: I went on a trip.

Student 1: I went on a trip. I brought a good book to read.

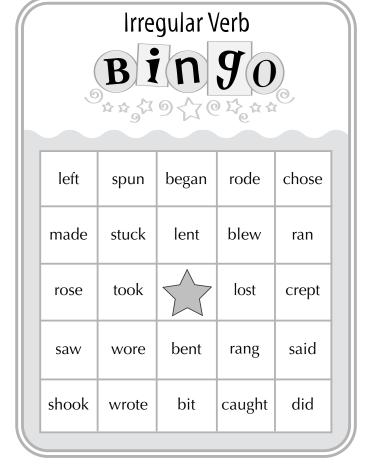
Student 2: I went on a trip. I brought a good book to read.

I wore my new tennis shoes.

Call	List	fly	flew	say	said
Irregular Ve	Irregular Verb Bingo		forgot	see	saw
begin	began	freeze	froze	seek	sought
bend	bent	get	got	set	set
bite	bit	give	gave	shake	shook
bleed	bled	go	went	sing	sang
blow	blew	grow	grew	speak	spoke
break	broke	know	knew	spin	spun
bring	brought	lead	led	spring	sprang
catch	caught	leave	left	steal	stole
choose	chose	lend	lent	stick	stuck
creep	crept	lost	lost	sting	stung
do	did	make	made	swim	swam
drive	drove	ride	rode	take	took
eat	ate	ring	rang	throw	threw
fall	fell	rise	rose	wear	wore
fight	fought	run	ran	write	wrote

Irregular Verb bit froze said swam crept broke threw went set ate began flew chose led drove spoke bled lost got bought fought stole rang grew

Language Arts Bingo page 26 Scholastic Professional Books









began	bent	bit	bled	blew
broke	brought	caught	chose	crept
did	drove		fell	fought
flew	forgot	froze	got	gave
went	grew	knew	led	left

Irregular Verb Bingo

lent	lost	made	rode	rang
rose	ran	said	saw	sought
set	shook		sang	spoke
spun	sprang	stole	stuck	stung
swam	took	knew	threw	wore

Language Arts Bingo page 27 Scholastic Professional Books

Irregular Verb



wrote	crept	gave	made	sang
bent	drove	grew	rang	spun
bled	fell		ran	stole
broke	flew	led	saw	stung
caught	froze	lent	set	took

Irregular Verb



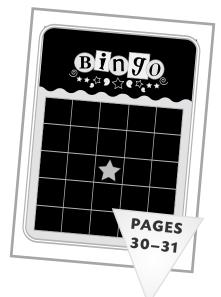
threw	wrote	began	bit	blew
brought	chose	did	ate	fought
forgot	got		went	knew
left	lost	rode	rose	said
sought	shook	spoke	sprang	stuck

Prefix Bingo

Morphemic analysis is one of the most important skills needed for proficient reading in the intermediate grades. Quick recognition of prefixes builds students' fluency and comprehension.

DIRECTIONS

Play the game according to the Basic Instructions given on page 6 (but make several copies of the call list and cut apart since you'll use each prefix multiple times). You call out the prefix (and copy it onto the board), and students find a word containing that prefix on their card.



As you introduce each prefix, have students call out the words they've placed markers on. Write those words on the board under the prefix. Discuss the meaning of each word, or challenge students to use each one in a sentence.

Tips

If your students' knowledge of prefixes is limited, try some of the extension activities given below first.

Remind students to cover only one word for each prefix called.

DICTIONARY SEARCH

In a given time period, have pairs of students use a dictionary to find one, two, or more words with the same prefix.



PREFIX CONCENTRATION

Write the different prefixes on index cards, and words that will complete the word on another set of index cards (for instance, "un" on one card, "fair" on the other.) Turn the cards over and play Concentration.

PIN THE TAIL ON THE PREFIX

Draw a simple donkey shape (or have a student volunteer draw one), and write all the prefixes from the call list in the donkey. Blindfold a student and have him or her attach a paper tail to the donkey. Take off the blindfold and look at the prefix closest to the point on which the student "pinned the tail." The student then writes a word with that prefix on the board.

Call List Prefix Bingo ad- (toward, before) post- (after) dis- (from) pro- (for) im- (not) tri- (three) out- (from) de- (from) ir- (not) in- (not) mis- (bad) super- (above) bi- (two) pre- (before) ex- (from) sub- (under)

un- (not)

inter- (between)

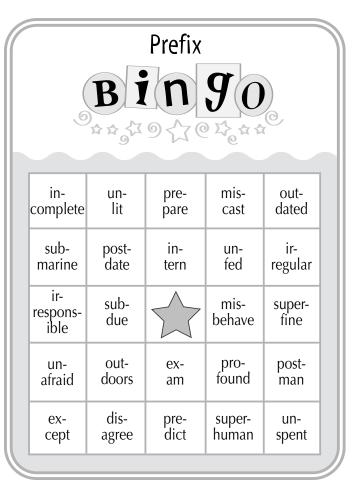
Prefix Bingo

ad-	pre-	ex-	bi-	pre-
dress	pare	aggerate	focals	view
inter-	de-	im-	inter-	de-
fere	part	perfect	section	value
out-	in-		ad-	in-
doors	direct		mire	sincere
post-	bi-	ex-	im-	dis-
pone	annual	cite	polite	turb
post-	dis-	mis-	out-	mis-
script	agree	cast	law	chief

Language Arts Bingo page 30 Scholastic Professional Books

Bingo iriradirderesponsregular mire relevant part ible supersuperexproprofile. ample impose fine fessor triuninproafraid color direct duce dissuboutsubtriburst turb mit merge angle subpre-historic subunpostside due lit pone

Prefix





Prefix Bingo

bi-	super-	out-	un-	ex-
annual	fine	burst	afraid	aggerate
ad-	in-	bi-	de-	post-
dress	ability	ceps	caffinate	date
tri-	pre-	\Rightarrow	ad-	ir-
angle	dict		dict	rational
dis-	de-	im-	dis-	inter-
ability	canter	mortal	agree	cept
ex-	mis-	pro-	in-	sub-
am	behave	claim	complete	due

Prefix Bingo

im-	out-	post-	ex-	in-
patient	dated	man	ample	direct
pre-	ad-	sub-	pro-	out-
historic	here	marine	duce	doors
mis-	dis-		bi-	post-
cast	appoint		cycle	nasal
un-	ir-	im-	inter-	in-
fed	regular	perfect	fere	tern
de-	mis-	super-	Tri-	pre-
ceased	chief	human	ceratops	judice

Language Arts Bingo page 31 Scholastic Professional Books

Prefix

Bingo

ir-	super-	ad-	de-	im-
relevant	impose	just	part	possible
ex-	out-	inter-	pro-	dis-
cept	field	pret	fessor	array
ir- respons- ible	tri- color		un- just	sub- merge
mis-	pre-	in-	bi-	post-
conduct	pare	sincere	focals	pone
super-	sub-	tri-	pro-	un-
man	mit	cycle	file	lit

Prefix



ex-	de-	super-	in-	tri-
cite	value	natural	visible	ple
im-	out-	inter-	dis-	bi-
polite	law	section	turb	monthly
pre- view	ir- respons- ible		ad- mire	tri- angle
un-	mis-	un-	sub-	ad-
spent	fit	just	side	dict
pro-	super-	post-	bi-	out-
found	impose	script	ceps	field

Suffix Bingo

Grammatically, suffixes are somewhat more difficult than prefixes. The suffixes -age, -ary, -ment, -ness, -ship, and -tion often indicate nouns. Words with -able, -ful, -ial, -ible, -ic, and -less are usually adjectives. Endings such as -ate, -ify, and -ize often indicate verbs.



.

TEACHING



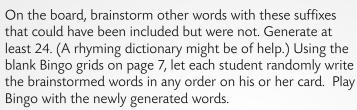
Remind students to cover only one word for each suffix called.

Copy the call list onto a transparency and tally on the overhead projector.

DIRECTIONS

- Play according to the Basic Instructions given on page 6 (but make several copies of the call list since you'll use each suffix multiple times). You call out the suffix (and copy it onto the board), and students find a word featuring that suffix on their card.
- After each suffix is introduced, have students call out the words they've placed markers on. Write those words on the board under the suffix. Discuss the meaning of each word, and challenge students to use each one in a sentence.
- Have the winner name the part of speech to which each of his or her winning words belongs

BINGO BRAINSTORM





SUFFIX LONG JUMP

Divide the class into two teams. Pull a suffix out of the call envelope. The first team member must think of a word that ends with that suffix in 10 seconds. If he or she succeeds, he or she jumps from the starting line, and remains there while the other team's first member gets a chance. Return the suffixes to the envelope after each turn. The next member of the first team then has to jump from the first member's spot if he or she provides a word with the next newly drawn suffix. Play continues until all members have a chance to call out a word. The winning team is the one farthest from the starting line.

Call List Suffix Bingo

-able (can be)	-ize (to make)
-ate (to have or be characterized by)	-ness (a state of being)
-ial (relating to)	-some (having the quality of)
-ify (make or become)	-ary (a place of)
-ment (a state of being)	-ful (full of)
-ship (condition of being)	-ic (relating to)
-ive (doing some action)	-less (lack of)
-ery (a place of)	-ous (full of)
-ible (can be)	-tion (a state of being)

Suffix falsformsleepiorganencampify ize less ment ness horsedisastrcelebraavailtwomanable some tion ous ship finextenscemetoperive ate ery ery

flex-

ible

entertain-

ment

hero-

ic

happi-

ness

class-

ify

nerv-

ous

Language Arts Bingo page 34 Scholastic Professional Books

SOC-

ial

friend-

less

joy-

ful

emphas-

ize

friendhandinformaprobregrettship some tion able able extensselectavicemetcelebrive ive ate ary ery illusbakfinawful trate ery ery essenteligflexharmmartible ial ible ful ial domestclarclassbascapsic ify ify ic ize

Suffix





Suffix Bingo

fal-	organ-	form-	encamp-	sleepi-
sify	ize	less	ment	ness
disastr- trous	horse- man- ship	two- some	celebra- tion	avail- able
pens-	cemet-		oper-	fin-
ive	ary		ate	ery
joy-	soc-	flex-	hero-	class-
ful	ial	ible	ic	ify
emphas-	friend-	entertain-	happi-	nerv-
ize	less	ment	ness	ous

Suffix Bingo

civil-	form-	friend-	argu-	develop-
ize	less	less	ment	ment
foolish-	happi-	disastr-	fam-	clerk-
ness	ness	ous	ous	ship
friend-	awe-		burden-	celebra-
ship	some		some	tion
informa-	lov-	prob-	pens-	select-
tion	able	able	ive	
diction-	vocabul-	loc-	oper-	magn-
ary	ary	ate	ate	ify

Language Arts Bingo page 35 Scholastic Professional Books

Suffix

Bingo

friend-	hand-	informa-	regrett-	prob-
ship	some	tion	able	able
pens-	select-	avi-	ceme-	celebr-
ive	ive	ary	tery	ate
illustr-	bak-		fin-	aw-
ate	ery		ery	ful
harm-	essen-	mar-	elig-	flex-
ful	tial	tial	ible	ible
bas-	domes-	clar-	class-	caps-
ic	tic	ify	ify	ize

Suffix



organ-	critic-	joy-	neat-	nerv-
ize	ize	ous	ness	ous
entertain-	kind-	sleeve-	grace-	encamp-
ment	ness	less	less	ment
hand- some	four- some		relation- ship	horse- man- ship
rel-	sin-	surg-	vis-	spec-
ate	ful	ery	ible	ial
na-	regrett-	rela-	vocabu-	select-
tion	able	tion	lary	ive

Synonym & Antonym Bingo

Improving vocabulary is basically a function of familiarity and use—and studying synonyms and antonyms are great ways to expand kids' vocabulary! This game is really two games in one—one for synonyms, one for antonyms.

PAGES 38-39

TEACHING



Use each word in a sentence after you call it, so that its meaning is clear.

DIRECTIONS

- Do not cut apart the call list for this game; simply read from it and make a light pencil mark once you've called out a word.

 For the "Synonyms" game, you'll read words from the first column only, and for the "Antonyms" game, you'll call words from the third column only. The middle column lists the words that students have on their cards.
- Play according to the Basic Instructions given on page 6. You read a word, and students place their marker on the square that has its synonym or antonym (depending on which game you're playing).

THE OPPOSITE WORD

Have students choose a paragraph or poem in any of their books and rewrite it, substituting antonyms for as many words as possible. They can read their "opposite" paragraphs to the group.



SYNONYM STORM

Challenge students to brainstorm as many synonyms as they can for the words big, good, and said. Have them check their answers in a thesaurus.

SYNONYM-ANTONYM TRIPTYCHS

Have students fold a piece of paper into three equal parts. Give each student a different word (one that has both a synonym and an antonym). Then have them write the word in the middle, write its synonym on the left and its antonym on the right, and then illustrate all three.

Call List Synonym & Antonym Bingo

SYNONYM GAME	WORDS ON CARDS	ANTONYM GAME
start	begin	stop
immature	childish	mature
chilly	cool	warm
postpone	delay	accelerate
rapid	fast	slow
scared	fearful	brave
unwise	foolish	smart
pal	friend	enemy
ample	full	empty
glad	happy	downcast
firm	hard	soft
torrid	hot	cold
enormous	huge	tiny
sick	ill	healthy
allow	let	forbid
noisy	loud	quiet
attractive	lovely	hideous
fortunate	lucky	unfortunate
important	necessary	unimportant
flawless	perfect	imperfect
close	shut	open
immerse	sink	rise
grin	smile	frown
cheap	stingy	generous
powerful	strong	weak
sugary	sweet	sour
exhausted	tired	rested
incomplete	unfinished	done
disappointed	unhappy	delighted
feeble	weak	strong

Synonym & Antonym



let	hot	fearful	tired	hard
full	stingy	ill	fast	perfect
lovely	shut		strong	loud
foolish	cool	unhappy	friend	delay
sweet	begin	huge	weak	sink

Language Arts Bingo page 38 Scholastic Professional Books

Synonym & Antonym



lucky	fast	huge	full	let
happy	weak	ill	lovely	shut
smile	stingy		cool	perfect
sink	hot	begin	fearful	necessary
childish	foolish	sweet	begin	unfinished

Synonym & Antonym



unhappy	friend	loud	delay	unfinished
huge	foolish	sweet	hot	necessary
tired	strong		begin	childish
hard	fast	ill	fearful	sink
weak	perfect	lucky	happy	smile

Synonym & Antonym



lovely	cool	tired	perfect	smile
necessary	loud	fast	begin	foolish
let	stingy		unhappy	weak
lucky	sink	unfinished	friend	ill
hot	full	shut	huge	hard

Synonym & Antonym



let	full	lovely	stingy	shut
cool	unhappy	huge	tired	weak
hard	perfect	\Rightarrow	lucky	happy
smile	sink	childish	necessary	unfinished
delay	loud	friend	strong	fast

Synonym & Antonym



ill	fearful	begin	hot	sweet
foolish	let	lovely	stingy	shut
cool	unhappy		huge	tired
weak	hard	perfect	lucky	happy
smile	sink	childish	loud	friend

Language Arts Bingo page 39 Scholastic Professional Books

Synonym & Antonym



full	perfect	friend	foolish	tired
stingy	happy	fast	let	hard
cool	sink		lovely	lucky
huge	necessary	fearful	shut	smile
weak	delay	hot	unhappy	childish

Synonym & Antonym



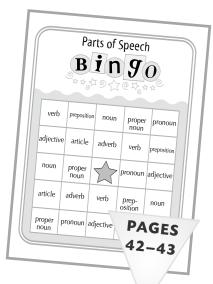
unfinished	begin	full	sink	necessary
huge	loud	sweet	stingy	delay
friend	weak		fearful	cool
foolish	fast	perfect	strong	hot
let	lovely	shut	happy	ill

Parts of Speech Bingo

In this game, students will build their awareness of different parts of speech—and begin to identify them more rapidly.

DIRECTIONS

- So that everyone is familiar with the names of the different parts of speech, play a sample game first where you all decide together which part of speech was called.
- Play according to the Basic Instructions given on page 6. You say the word, and students place a marker on one square that indicates which part of speech the word is.



TEACHING



You may
have multiple
winners as
often as every
four calls,
unless you play
double Bingo
(having Bingo
two different
ways) or have
winners fill
every square
on the card.

DEFINE YOUR TERMS

You might define the different parts of speech like this:

A noun names a person, a place, or a thing.

Proper nouns name specific people or places, and are capitalized.

A pronoun takes the place of a noun.

Verbs are words describing the action that's taking place.

Adjectives are words that describe nouns.

Adverbs tell how, when, where, or how much.

An article comes before a noun: a, an, or the.

Prepositions show the relationship between a word and its object.

MAKE YOUR OWN MAD LIBS

Brainstorm a list of words for one part of speech. Have students read a paragraph in any book and identify all the words that are that part of speech, then substitute those words for the words brainstormed. They can read the silly new paragraphs to the class.

CONTENT-AREA BINGO

Instead of using the call cards, call out vocabulary words from your social studies, science, or language arts curriculum.



Call List Parts of Speech Bingo costly a library grow cute at we they famous before moth hear easily an mother joyfully the during know happy you America they knock hot for movie later Vermont president them from leave large now Abraham like long restaurant in once old Lincoln side listen proudly into me Joseph passed popular quickly of sister us Mrs. Smith off sofa him quietly read red Dr. Potter short slowly sing sport accept on New York teacher admit speak silly twice over bird teach small above under tree appear after he broke typed boy sweet up awful fog her do tall against with she forget beautiful without constantly along gym kitchen black it correctly around loudly gave

Parts of Speech preposition pronoun verb noun proper noun adjective article adverb verb preposition pronoun adjective noun proper noun

verb

prep-

osition

article

noun

adverb

Language Arts Bingo page 42 Scholastic Professional Books

pronoun adjective

adverb

article

proper

noun

Parts of Speech pronoun adjective article adverb verb pronoun adjective preposition noun proper noun article adverb verb preposition pronoun adjective proper article noun noun adverb verb noun proper preposition noun

Parts of Speech adverb verb preposition noun proper noun verb preposition noun proper pronoun noun adjective adverb verb article preposition pronoun adjective article adverb pronoun adjective article noun proper noun



Parts of Speech Bingo

noun	proper noun	pronoun	adjective	article
adverb	verb	preposition	noun	proper noun
pronoun	adjective		article	adverb
verb	preposition	noun	proper noun	pronoun
adjective	article	adverb	verb	preposition

Parts of Speech



article	adverb	verb	preposition	noun
proper noun	pronoun	adjective	article	adverb
verb	prep- osition		noun	proper noun
article	adverb	verb	preposition	pronoun
adjective	article	adverb	noun	proper noun

Language Arts Bingo page 43 Scholastic Professional Books

Parts of Speech



preposition	noun	proper noun	pronoun	adjective
article	adverb	verb	preposition	noun
proper noun	pronoun		adjective	article
adverb	verb	preposition	preposition	noun
proper noun	pronoun	adjective	article	verb

Parts of Speech



verb	preposition	noun	proper noun	pronoun
adjective	article	adverb	verb	preposition
noun	proper noun		pronoun	adjective
article	adverb	verb	preposition	noun
proper	pronoun	adjective	article	adverb

Syllable Bingo

If students can hear the number of syllables in words, they can decode multi-syllabic words more easily, which helps them become more fluent readers and better spellers.

Syllable Bingo 1 5 1 5 5 2 4 2 1 1 3 3 2 2 4 2 3 3 3 3 5 1 4 PAGES 46-47

DIRECTIONS

- Play the game according to the Basic Instructions given on page 6.
 When pronouncing the word from the call list, say it three times for clarity:
 - ◆ Slowly, enunciating each syllable
 - ◆ At a normal rate of speed, the way it is naturally pronounced
 - ◆ Slowly again, enunciating each syllable

Students place a marker on the numeral that corresponds to the number of syllables in the word you've pronounced.

Tips

Remind students to cover only one square for each word called.

The game will produce many winners quickly. Playing "fill the card" will lengthen the game.

Have students clap out the syllables they hear in a word.

SYLLABLE STROLL

Cut index cards in half (puzzle piece-style, so that no two cards fit together the same way—this will serve as a self-checking device). Put the first part of a two-syllable word on one half, the other part on the second half. Shuffle the cards and give one to each student. Let students walk around the room until they find a partner who makes a match for a real word. After all partners are matched, have the students read their words to the class. This game can also be played with three-, four-, and five-syllable words (use larger cards or sentence strips).

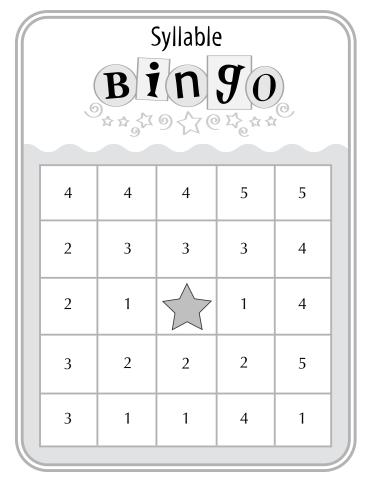
SYLLABIC SENTENCES

Have pairs of students create one sentence with as many one-syllable words as possible. Then have them try it with as many two-, three-, four-, and five-syllable words as possible in one sentence. Or have them try their hand at writing haiku (first line, five syllables; second line, seven; third line, five).

Call List Syllable Bingo		loyal	presented	superhuman	
		napkin	recapture	temperature	
		science	triangle	transportation	
dirt	thirst	skillful	unfairness	conversational	
annoy	strike	station	automobile	educational	
flow	thought	carnival	activities	inaccurately	
flute	true	determine	biography	inarticulate	
king	ashore	drowsiness	disappointed	inconsiderate	
kite	candle	enormous	disapproval	interdependent	
kneel	circus	expensive	generation	irresistible	
news	dainty	gorilla	impossible	irresponsible	
queen	daughter	impatient	inflexible	manufacturing	
quiz	dislike	magazine	nonproductive	precipitation	
quote	double	midsummer	responsible	unintentional	
rest	laundry	October	rhinoceros	unprecedented	
soup	lawful	passenger	subtropical	unprofessional	

Syllable Bingo									
	1	5	1	5	5				
	2	4	2	1	1				
	3	3		2	2				
	4	2	3	3	3				
	5 1 4 4 4								

	1	5	1	5	5	1	1	1	2	2
	2	4	2	1	1	2	2	3	3	4
	3	3		2	2	4	4	\Rightarrow	1	2
	4	2	3	3	3	3	4	5	1	2
	5	1	4	4	4	3	4	5	1	2
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Syllable

Bingo



Syllable Bingo								
	1	5	4	2	4			
	1	2	1	5	3			
	5	2		2	1			
	3	1	3	3	3			
	5	4	2	4	4			

Language Arts Bingo page 47 Scholastic Professional Books

Syllable Bingo								
	1	2	3	4	5			
	1	2	3	4	5			
	3	3		2	2			
	4	4	5	5	1			
	1	1	3	5	2			

