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Common Bingo Patterns

Straight Line Across Any Line



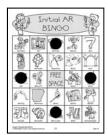
Triple Stamps Any Corners



Outside Picture Frame



Outside Diamond



Four Corners & Stamp (Any Corner)



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Straight Line Down Any Line



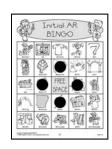
Clover Leaf 4 Postage Stamps



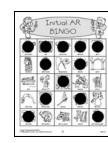
Inside Picture Frame



Inside Diamond



Picnic Table



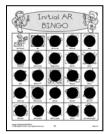
Diagonal Any Direction



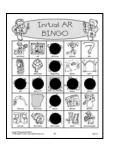
Kite Any Direction



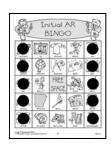
Open House Any Square



Plus Sign



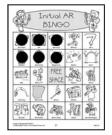
Curtains



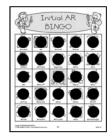
Postage Stamp Any Corner



Six-Pack Anywhere



Full House Blackout



Four Corners



Arrow



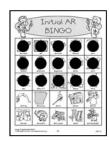
Double Stamps Any Corners



Nine-Pack Anywhere



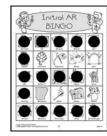
Mini Full House



Inside Four Corners



Almost Any Letter Of The Alphabet



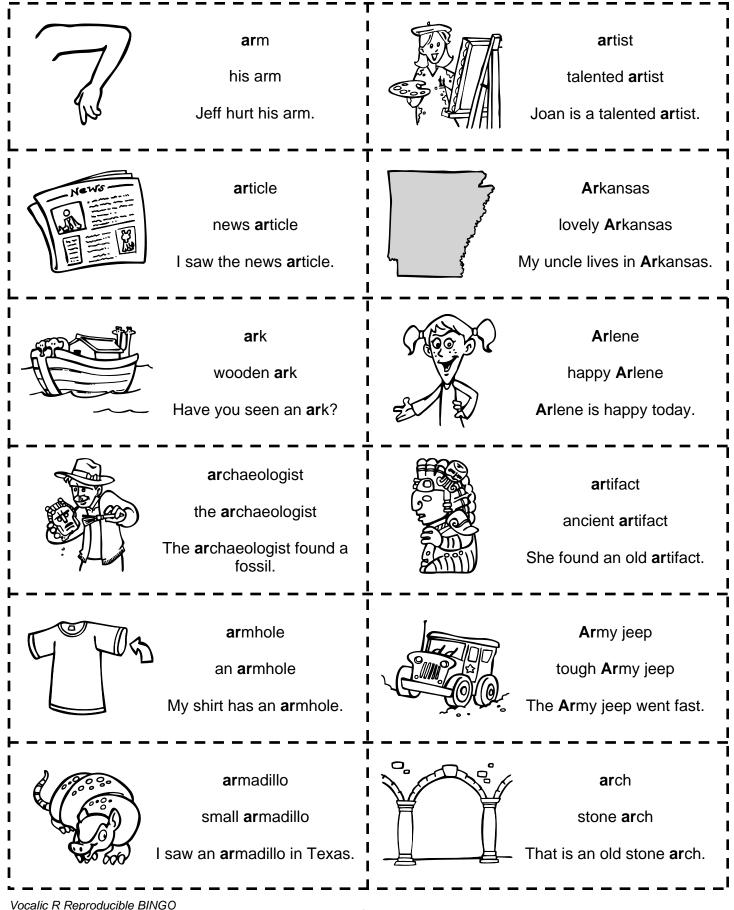
Game Variations/Suggestions

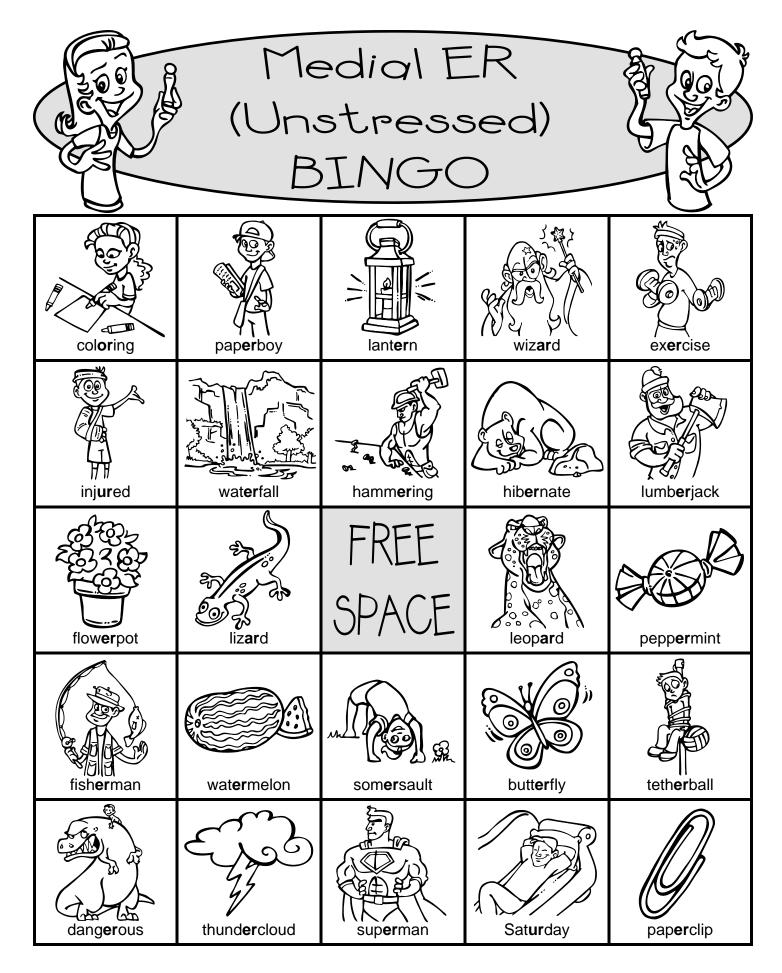
Listed here are some ways to add variety to your therapy sessions.

- Have the students say each target word on their bingo card prior to starting the activity.
- Have the students listen to you say the words as an auditory bombardment activity.
- Change the predetermined pattern each time you play.
- Have the students alternate using ink daubers, plastic tokens, stickers, and/or stamps to mark their bingo cards each time they play.
- Have the students take home the completed bingo cards and say each word to their homework partner.
- Use the calling cards as flash cards and allow the students to cycle through them.
- Let the students take the calling cards home and say each word, phrase, or sentence to their homework partner.
- Make two copies of the calling cards, cut them out, and play *Memory* or *Go Fish* with them at the word, phrase, or sentence level.
- Have the students make their own bingo cards using the Master Sheets in the back of the book.
- Have the students describe the bingo word when they are the caller and let the other students guess what the target word is.
- Have the students pass their game card to the student on their right after every six (6) calling cards have been read. This makes the "winner" even more unpredictable because you are constantly changing your own bingo card.
- To shorten play, allow each student to choose any six (6) squares (or choose another predetermined amount) that are not touching each other to mark out on their own respective bingo cards prior to starting the game.
- To extend play, allow the students to take turns being the caller and only allow the caller to mark his/her own bingo card.
- As you play Vocalic R Reproducible BINGO you will discover many other fun adaptations and variations.
 Be sure to note them on the lines below so you will remember them.
- •

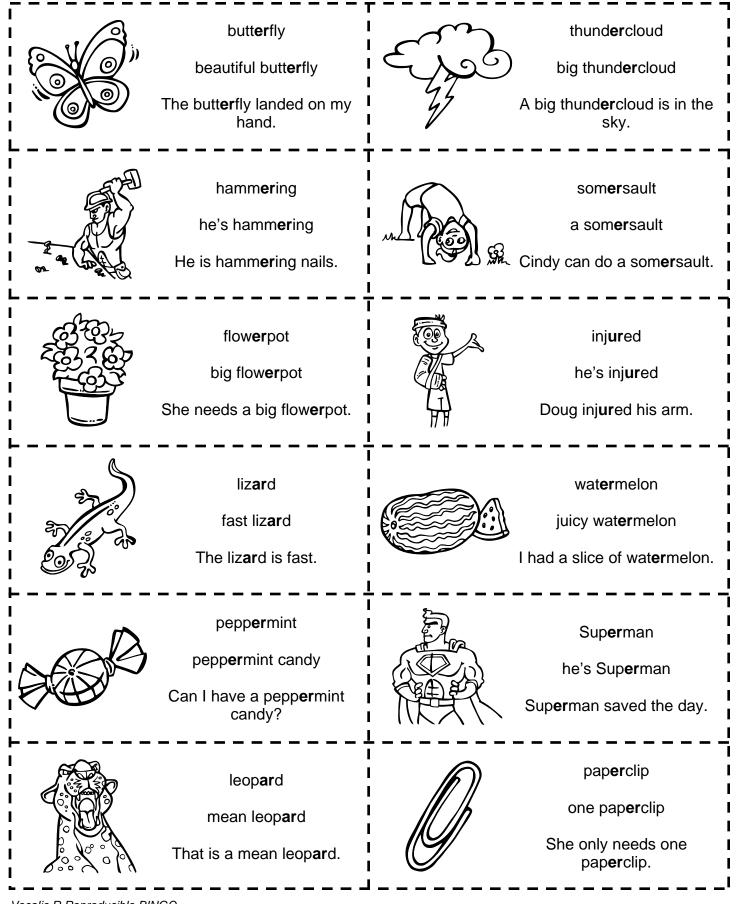


Calling Cards





Calling Cards



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