

For the Teacher: Important Places Bingo Activity

A C B D A C D A C B C B

C A A D C C B B D C A B

B D A B B C D A C D B A



Objective	Students will be able to recognize (listening) the names of community places.
Functional Language <i>Students will need</i>	<ul style="list-style-type: none">• to indicate they have won: “Bingo!” or “I have Bingo.”• When listening to the places called: “You go to a X when you need...”
Vocabulary <i>Students will need</i>	<ul style="list-style-type: none">• vocabulary of community places: <i>medical clinic, school, bookstore, gas station, restaurant, bus station, bank, police station, baseball field.</i>
Pronunciation <i>Students will need</i>	<ul style="list-style-type: none">• Place names that are compound nouns or an adjective + noun are always stressed on the first part: BASE-ball-field... BOOK-store... po-LICE-sta-tion... MED-ic-al-cli-nic

<p>Assessment</p> <p><i>Teachers can check for success by</i></p>	<ul style="list-style-type: none"> • noting how quickly and accurately students place a marker on their phones. • noting accuracy when a student calls “Bingo.” (1/4 of students should call it at the same time.) • having a proficient student “call” while walking around the room watching.
<p>Instructions</p>	<p>Before class, tell students to download the 7th grade Community activity “Important Places Bingo.” Tell 1/4 of the class to download the A card, ¼ to download B, ¼ to download C and the ¼ to download D. To start the activity, have students bring up their cards on their phones. If Bingo is a new game for the students, explain that you will name a place in the community like this: “You go to a PARK if you need....” Then, students would look for the picture that shows why someone would go to a park, such as children playing. All students have all the pictures on their phones matching this activity. Each time they recognize a</p>

	<p>picture that matches with the important place called, they should place a small grain of rice or other small object on the picture. The goal is to get three squares in a row (up, down, or diagonal) with an object on them. When they get three in a row, they should yell out “Bingo!” or “I have Bingo.” The teacher will check and then the game will start over with all cards cleared.</p>
Script	<p>Choose randomly from the following activities to ensure a different winning group with each game. Say, “You go to a _____when you need...”</p> <p><i>Bank</i> (money)</p> <p><i>Baseball field</i> (boy playing baseball)</p> <p><i>Bookstore</i> (notebook)</p> <p><i>Bus station</i> (bus)</p> <p><i>Gas station</i> (gas pump)</p> <p><i>Medical clinic</i> (doctor)</p> <p><i>Police station</i> (police person)</p> <p><i>Restaurant</i> (hamburger)</p> <p><i>School</i> (child and teacher)</p>

Important Places Bingo Card A



Important Places Bingo Card B



Important Places Bingo Card C



Important Places Bingo Card D

