

Bingo!

Annotation

Connor can correctly identify numeral symbols when he hears the numbers called aloud.

Problem: Bingo!

The class is playing a bingo game in which the students must place a coloured counter over a number when the number is called. The teacher will call numbers in a random order. The teacher explains:

When I call a number, cover that number with one of your coloured counters. Call "Bingo!" when you have covered all of your numbers.

Student Response



Teacher: Tell me about your card, Connor.

When you said "four", I put my counter on that one there (*pointing to the 4*) because that

Connor: says four. I did it like that for all the other ones, too. Then I called out "Bingo!" when I had them all.

Teacher: Can you read your numbers for me?

Connor: Two, four, five, six, eight, nine.