

Computerless Computer Lab Bingo

Materials:

1. Computer
2. SmartBoard or projector (if available)
3. Speakers
4. Bingo cards and markers

Procedure:

1. Print the contents of "BingoCards.pdf". Laminate the 40 cards for years of use!
2. Create a folder and copy the files "bingo.swf" and "bingo.html" to the computer.
3. Depending upon how your computer is configured, there are four possible ways to run the Bingo program. Try the following in order until one works:
 - Double-click the "bingo.html" icon to run the game using your default browser
 - Right-click the "bingo.html" icon, select "Open with" and click on your browser of choice (Internet Explorer, Firefox, Safari, etc.)
 - Double-click the "bingo.swf" icon to run the game using Adobe Flash Player
 - Right-click the "bingo.swf" icon, select "Open with" and choose Adobe Flash Player
4. The program starts with a theme song. Make sure the volume isn't too loud! Hit the arrow icon to continue.
5. Next the robot will tell you to pass out the Bingo cards before continuing.
6. Hitting the arrow icon a second time starts the game. The first picture will appear on the TV and the robot will start relating facts. A list of all selections will start building to the right.
7. Continue hitting the arrow icon until a student gets a bingo.
8. To begin a new game, either refresh your browser (methods one and two in step #3) or delete the window and start again (methods three and four in step #3).

Computerless Computer Lab Slideshow

Materials:

1. Computer connected to a Smartboard/projector **OR** a computer lab
2. Speakers **OR** headphones

Procedure:

1. Create a folder and copy the files “slideshow.swf” and “slideshow.html” to the computer **OR** in a computer lab setting, copy the two files to a location accessible to all students. Creating an icon that appears on the desktop/dock is a great idea! If necessary, ask your IT staff for help.
2. Depending upon how your computer is configured, there are four possible ways to run the Slideshow program. Try the following in order until one works:
 - Double-click the “slideshow.html” icon to run the presentation using your default browser
 - Right-click the “slideshow.html” icon, select “Open with” and click on your browser of choice (Internet Explorer, Firefox, Safari, etc.)
 - Double-click the “slideshow.swf” icon to run the presentation using Adobe Flash Player
 - Right-click the “slideshow.swf” icon, select “Open with” and choose Adobe Flash Player
3. The program starts with a theme song. Hit the arrow icon to continue.
4. A list of all 48 selections will appear on the right. Clicking a button will cause the robot to display the picture and relate the facts.
5. Proceed through the list of selections **OR** encourage the students to explore!

Possible Activities:

- Have the students browse the selections and choose one for a research project.
- Create a “Which One?” worksheet with 10-20 factual questions taken from the slideshow. Students will explore the slideshow to find the answers.