1. Each square on your ticket has a different variable (x, y or z)
2. For each round:
- The teacher will call out a statement for each variable
- If you think the condition in a square is true, cross it off
- More than one of the squares could be true for each round, so check thoroughly
3. The first player/team to cross off all their squares must shout bingo!

| | | |
|---|---|---|
| if x > 21 :<br>  print ("Bingo")<br>1.1 | if y > 19 :<br>  print ("Bingo")<br>1.4 | if z != 0 :<br>  print ("No Bingo!")<br>else :<br>  print ("Bingo!")<br>1.7 |
| if x != 0 :<br>  print ("No Bingo!")<br>else :<br>  print ("Bingo!")<br>1.2 | if y < 10 :<br>  if y == 2 :<br>  print ("Bingo")<br>1.5 | if z == 3 :<br>  print ("Bingo")<br>1.8 |
| if x <= -19 :<br>  print ("Bingo")<br>1.3 | if y == 5 :<br>  print ("Bingo")<br>1.6 | if z <= -10 :<br>  print ("Bingo")<br>1.9 |

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|---|---|---|
| if x > 15 :<br>  print ("Bingo")<br>2.1 | if y > 32 :<br>  print ("Bingo")<br>2.4 | if z != 0 :<br>  print ("No Bingo!")<br>else :<br>  print ("Bingo!")<br>2.7 |
| if x != 0 :<br>  print ("No Bingo!")<br>else :<br>  print ("Bingo!")<br>2.2 | if y < 9 :<br>  if y == 1 :<br>  print ("Bingo")<br>2.5 | if z == 1 :<br>  print ("Bingo")<br>2.8 |
| if x <= -19 :<br>  print ("Bingo")<br>2.3 | if y == 6 :<br>  print ("Bingo")<br>2.6 | if z <= -16 :<br>  print ("Bingo")<br>2.9 |

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| | | |
|---|---|---|
| if x < 30 :<br>  print ("No Bingo!")<br>else :<br>  print ("Bingo!")<br>3.1 | if y > 19 :<br>  print ("Bingo")<br>3.4 | if z != 0 :<br>  print ("No Bingo!")<br>else :<br>  print ("Bingo!")<br>3.7 |
| if x > 5 and x < 7 :<br>  print ("Bingo")<br>3.2 | if y < 14 :<br>  if y == 6 :<br>  print ("Bingo")<br>3.5 | if z == 7 :<br>  print ("Bingo")<br>3.8 |
| if x == 4 :<br>  print ("Bingo")<br>3.3 | if y == 11 :<br>  print ("Bingo")<br>3.6 | if z <= -16 :<br>  print ("Bingo")<br>3.9 |

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|---|---|---|
| if x < 21 :<br>  print ("No Bingo!")<br>else :<br>  print ("Bingo!")<br>4.1 | if y > 23 :<br>  print ("Bingo")<br>4.4 | if z != 0 :<br>  print ("No Bingo!")<br>else :<br>  print ("Bingo!")<br>4.7 |
| if x > 9 and x < 11 :<br>  print ("Bingo")<br>4.2 | if y < 14 :<br>  if y == 6 :<br>  print ("Bingo")<br>4.5 | if z == 10 :<br>  print ("Bingo")<br>4.8 |
| if x == 6 :<br>  print ("Bingo")<br>4.3 | if y == 9 :<br>  print ("Bingo")<br>4.6 | if z <= -9 :<br>  print ("Bingo")<br>4.9 |

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| | | |
|---|---|---|
| if x < 30 :<br>  print ("No Bingo!")<br>else :<br>  print ("Bingo!")<br>5.1 | if y > 1 and y < 3 :<br>  print ("Bingo")<br>5.4 | if z < 18 :<br>  print ("No Bingo!")<br>else :<br>  print ("Bingo!")<br>5.7 |
| if x > 3 and x < 5 :<br>  print ("Bingo")<br>5.2 | if y == 11 :<br>  print ("Bingo")<br>5.5 | if z < 15 :<br>  if z == 7 :<br>  print ("Bingo")<br>5.8 |
| if x == 2 :<br>  print ("Bingo")<br>5.3 | if y <= -15 :<br>  print ("Bingo")<br>5.6 | if z < -9 :<br>  print ("Bingo")<br>5.9 |

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|---|---|---|
| if x < 15 :<br>  print ("No Bingo!")<br>else :<br>  print ("Bingo!")<br>6.1 | if y > 0 and y < 2 :<br>  print ("Bingo")<br>6.4 | if z < 16 :<br>  print ("No Bingo!")<br>else :<br>  print ("Bingo!")<br>6.7 |
| if x > 2 and x < 4 :<br>  print ("Bingo")<br>6.2 | if y == 5 :<br>  print ("Bingo")<br>6.5 | if z < 18 :<br>  if z == 10 :<br>  print ("Bingo")<br>6.8 |
| if x == 10 :<br>  print ("Bingo")<br>6.3 | if y <= -15 :<br>  print ("Bingo")<br>6.6 | if z < -10 :<br>  print ("Bingo")<br>6.9 |

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| | | |
|---|---|---|
| if x < 18 :<br>  if x == 10 :<br>  print ("Bingo")<br>7.1 | if y > 4 and y < 6 :<br>  print ("Bingo")<br>7.4 | if z > 20 :<br>  print ("Bingo")<br>7.7 |
| if x == 3 :<br>  print ("Bingo")<br>7.2 | if y == 2 :<br>  print ("Bingo")<br>7.5 | if z > 1 and z < 3 :<br>  print ("Bingo")<br>7.8 |
| if x < -16 :<br>  print ("Bingo")<br>7.3 | if y <= -14 :<br>  print ("Bingo")<br>7.6 | if z == 7 :<br>  print ("Bingo")<br>7.9 |

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| | | |
|---|---|---|
| if x < 10 :<br>  if x == 2 :<br>  print ("Bingo")<br>8.1 | if y > 10 and y < 12 :<br>  print ("Bingo")<br>8.4 | if z > 16 :<br>  print ("Bingo")<br>8.7 |
| if x == 4 :<br>  print ("Bingo")<br>8.2 | if y == 9 :<br>  print ("Bingo")<br>8.5 | if z > 0 and z < 2 :<br>  print ("Bingo")<br>8.8 |
| if x < -16 :<br>  print ("Bingo")<br>8.3 | if y <= -14 :<br>  print ("Bingo")<br>8.6 | if z == 3 :<br>  print ("Bingo")<br>8.9 |

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| | | |
|---|---|---|
| if x < 11 :<br>  if x == 3 :<br>  print ("Bingo")<br>9.1 | if y < 32 :<br>  print ("No Bingo!")<br>else :<br>  print ("Bingo!")<br>9.4 | if z > 18 :<br>  print ("Bingo")<br>9.7 |
| if x == 6 :<br>  print ("Bingo")<br>9.2 | if y > 0 and y < 2 :<br>  print ("Bingo")<br>9.5 | if z > 9 and z < 11 :<br>  print ("Bingo")<br>9.8 |
| if x < -12 :<br>  print ("Bingo")<br>9.3 | if y < -9 :<br>  print ("Bingo")<br>9.6 | if z == 2 :<br>  print ("Bingo")<br>9.9 |

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3. The first player/team to cross off all their squares must shout bingo!

| | | |
|---|---|---|
| if x < 19 :<br>  if x == 11 :<br>  print ("Bingo")<br>10.1 | if y < 23 :<br>  print ("No Bingo!")<br>else :<br>  print ("Bingo!")<br>10.4 | if z > 20 :<br>  print ("Bingo")<br>10.7 |
| if x == 2 :<br>  print ("Bingo")<br>10.2 | if y > 8 and y < 10 :<br>  print ("Bingo")<br>10.5 | if z > 0 and z < 2 :<br>  print ("Bingo")<br>10.8 |
| if x < -12 :<br>  print ("Bingo")<br>10.3 | if y < -9 :<br>  print ("Bingo")<br>10.6 | if z == 5 :<br>  print ("Bingo")<br>10.9 |