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 > 15 :
  print ("Bingo")
1.1
	if y > 21 :
	  print ("Bingo")
	1.4
		if z == 9 :
		  print ("Bingo")
		1.7

if x == 10 :
  print ("Bingo")
1.2
	if y == 6 :
	  print ("Bingo")
	1.5
		if z == 2 :
		  print ("Bingo")
		1.8

if x < -8 :
  print ("Bingo")
1.3
	if y == 11 :
	  print ("Bingo")
	1.6
		if z < -2 :
		  print ("Bingo")
		1.9

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 > 15 :
  print ("Bingo")
2.1
	if y > 21 :
	  print ("Bingo")
	2.4
		if z == 9 :
		  print ("Bingo")
		2.7

if x == 4 :
  print ("Bingo")
2.2
	if y == 12 :
	  print ("Bingo")
	2.5
		if z == 2 :
		  print ("Bingo")
		2.8

if x < -3 :
  print ("Bingo")
2.3
	if y == 11 :
	  print ("Bingo")
	2.6
		if z < -7 :
		  print ("Bingo")
		2.9

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 > 23 :
  print ("Bingo")
3.1
	if y > 16 :
	  print ("Bingo")
	3.4
		if z == 7 :
		  print ("Bingo")
		3.7

if x == 5 :
  print ("Bingo")
3.2
	if y == 4 :
	  print ("Bingo")
	3.5
		if z == 2 :
		  print ("Bingo")
		3.8

if x == 12 :
  print ("Bingo")
3.3
	if y == 6 :
	  print ("Bingo")
	3.6
		if z < -7 :
		  print ("Bingo")
		3.9

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 > 26 :
  print ("Bingo")
4.1
	if y > 16 :
	  print ("Bingo")
	4.4
		if z == 7 :
		  print ("Bingo")
		4.7

if x == 12 :
  print ("Bingo")
4.2
	if y == 4 :
	  print ("Bingo")
	4.5
		if z == 9 :
		  print ("Bingo")
		4.8

if x == 9 :
  print ("Bingo")
4.3
	if y == 6 :
	  print ("Bingo")
	4.6
		if z < -2 :
		  print ("Bingo")
		4.9

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 > 23 :
  print ("Bingo")
5.1
	if y == 4 :
	  print ("Bingo")
	5.4
		if z > 29 :
		  print ("Bingo")
		5.7

if x == 5 :
  print ("Bingo")
5.2
	if y == 11 :
	  print ("Bingo")
	5.5
		if z == 7 :
		  print ("Bingo")
		5.8

if x == 7 :
  print ("Bingo")
5.3
	if y < -15 :
	  print ("Bingo")
	5.6
		if z < -18 :
		  print ("Bingo")
		5.9

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 > 26 :
  print ("Bingo")
6.1
	if y == 9 :
	  print ("Bingo")
	6.4
		if z > 29 :
		  print ("Bingo")
		6.7

if x == 7 :
  print ("Bingo")
6.2
	if y == 1 :
	  print ("Bingo")
	6.5
		if z == 3 :
		  print ("Bingo")
		6.8

if x == 12 :
  print ("Bingo")
6.3
	if y < -1 :
	  print ("Bingo")
	6.6
		if z < -18 :
		  print ("Bingo")
		6.9

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 == 7 :
  print ("Bingo")
7.1
	if y == 9 :
	  print ("Bingo")
	7.4
		if z > 30 :
		  print ("Bingo")
		7.7

if x == 9 :
  print ("Bingo")
7.2
	if y == 1 :
	  print ("Bingo")
	7.5
		if z == 10 :
		  print ("Bingo")
		7.8

if x < -8 :
  print ("Bingo")
7.3
	if y < -15 :
	  print ("Bingo")
	7.6
		if z == 3 :
		  print ("Bingo")
		7.9

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 == 9 :
  print ("Bingo")
8.1
	if y == 9 :
	  print ("Bingo")
	8.4
		if z > 30 :
		  print ("Bingo")
		8.7

if x == 4 :
  print ("Bingo")
8.2
	if y == 1 :
	  print ("Bingo")
	8.5
		if z == 3 :
		  print ("Bingo")
		8.8

if x < -11 :
  print ("Bingo")
8.3
	if y < -9 :
	  print ("Bingo")
	8.6
		if z == 8 :
		  print ("Bingo")
		8.9

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 == 10 :
  print ("Bingo")
9.1
	if y > 14 :
	  print ("Bingo")
	9.4
		if z > 31 :
		  print ("Bingo")
		9.7

if x == 4 :
  print ("Bingo")
9.2
	if y == 12 :
	  print ("Bingo")
	9.5
		if z == 10 :
		  print ("Bingo")
		9.8

if x < -3 :
  print ("Bingo")
9.3
	if y < -9 :
	  print ("Bingo")
	9.6
		if z == 8 :
		  print ("Bingo")
		9.9

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 == 5 :
  print ("Bingo")
10.1
	if y > 14 :
	  print ("Bingo")
	10.4
		if z > 31 :
		  print ("Bingo")
		10.7

if x == 10 :
  print ("Bingo")
10.2
	if y == 12 :
	  print ("Bingo")
	10.5
		if z == 10 :
		  print ("Bingo")
		10.8

if x < -11 :
  print ("Bingo")
10.3
	if y < -1 :
	  print ("Bingo")
	10.6
		if z == 8 :
		  print ("Bingo")
		10.9