KNP ID # S 2292.1, Red Fluency Benchmark: KY.K.OA.5

Task Group: Bingo

Kentucky Academic Standard(s): <u>KY.K.CC.3</u> Numeracy Target: Facile structures to 5

Bingo

I am learning to recognize numbers 1 to 6 when shown as dot patterns, finger patterns, 5 or 10 frames, or numeral.

Materials:

Bingo Boards, Bingo covers, die with regular dot pattern or numeral cube (1 to 6)

Directions:

- 1. Get Bingo card, covers and die.
- 2. Give each student a Bingo Card.
- 3. Use the die to generate a random number 1-6.
- 4. Players place a chip on ONE square matching the amount rolled.
- 5. Players continue rolling the die and covering amount on board.
- 6. Game ends when a student has 5 in a row, across, down, or diagonally.



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