KNP ID # S 2292.2, Blue Fluency Benchmark: KY.1.0A.6

Task Group: Bingo

Kentucky Academic Standard(s): KY.K.CC.3

Numeracy Target: Intermediate structures to 10

Bingo

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

Materials:

Bingo Boards, Bingo covers, cube with sides labeled "5,6,7,8,9,10"

Directions:

- 1. Get Bingo card, covers and cube.
- 2. Give each student a Bingo Card.
- 3. Use the die to generate a random number 5-10.
- 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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