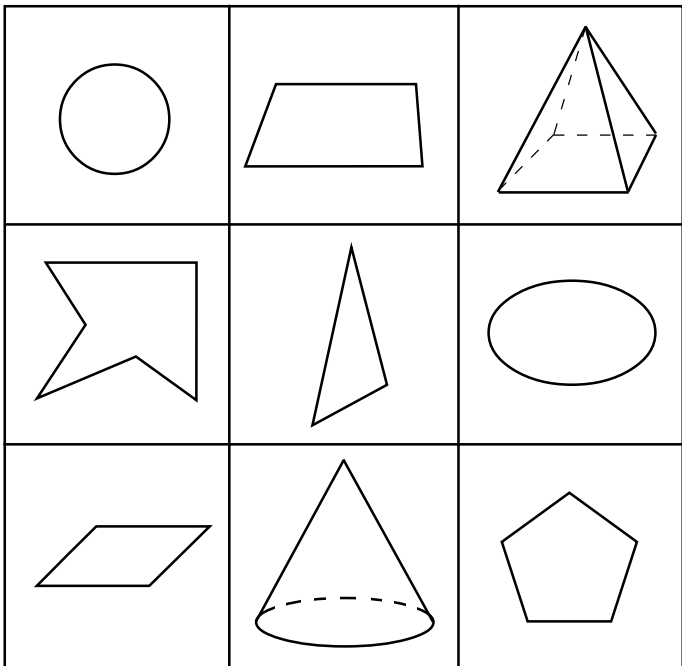
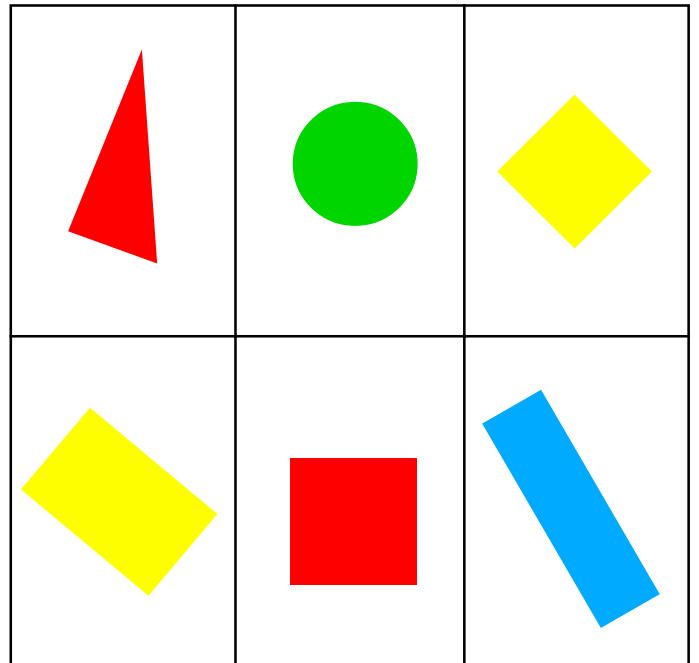
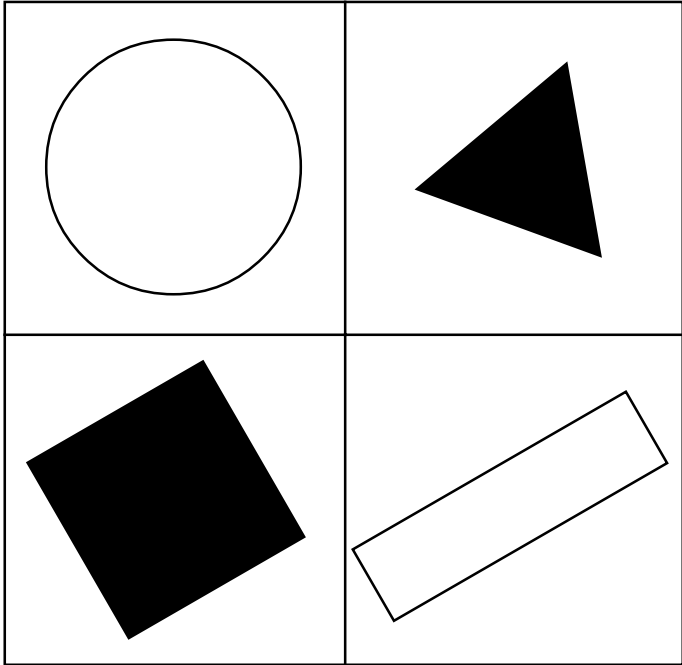


# Shapes Bingo



# Shapes Bingo

This unit provides the material for practicing some basic shape identification in the context of the well-known game of Bingo.

Directions on how to play Bingo are not given here.

There are 3 sets of equipment.

Each set consists of a Checksheet, showing all the items used in making the cards, followed by 5 sheets with 6 cards on each sheet, giving a total of 30 cards. Each card has a unique identifier (showing its Set letter and number within that set) printed in one corner.

## Set A

uses only 4 shapes: triangle, square, oblong and circle.

Each shape is either a solid black or "white", which gives a total of 8 possible items. If the cards are printed on coloured paper (or card) then the "white" will not be white and some other name will have to be used when calling. Possible alternatives are "empty", "blank", "simple", "plain", or anything else that will allow the black triangle to be distinguished from the "white" triangle, and is clear to all.

All the cards are different, in that any one card differs from any other card in the set by at least one item.

*Note the use of the word "oblong" throughout this unit. Many will prefer to use the word "rectangle". But bear in mind always, that a square is also a rectangle.*

## Set B

uses the same 4 shapes as Set A, but now the triangle is irregular, and all shapes are coloured: red, blue, green or yellow, giving a total of 16 possible items. This means, apart from the need for a colour-printer, printing should be done on white card.

Each card has 6 items on it showing 4 different shapes and 4 different colours. 2 shapes and 2 colours are repeated, but no item having the same combination of shape and colour will be the same as any other item. Again, all the cards are different, in that any one card differs from any other card in the set by at least one item.

## Set C

uses 26 different items. See the 2 sheets of Calling Cards for the complete list.

Again, all 30 cards differ from any other card in the set by at least one item.

It may need to be said that there is no 'trickery' involved. For instance, if a shape looks like a scalene triangle then it is meant to be just that, and not an isosceles triangle with two edges differing by only 1 or 3 mm. In other words, it can all be done by looking, no measuring is needed.

There is also the matter of definitions. In this set it only applies to the trapezium and the parallelogram. It can be argued that the usual definition of a trapezium allows the parallelogram to qualify. Whilst this is undoubtedly an interesting point for discussion it is best if the pair are not confused here.

*More general matters which apply to the use of this unit are covered on the next page.*

# Shapes Bingo

## Cost

In the traditional game the players cross off the item on their card, if they have it, as it is called. In the case of Shapes Bingo, that could prove to be very expensive. Alternatives need to be sought, aimed at reducing the cost.

One way would be for the players to use counters, which they could place on the item on their card when it was called. This would be convenient for Sets A and B but probably not for Set C.

Another way is for players merely to keep some record of the fact that an item on their card has been called and shout "Bingo" (or whatever) when they have the requisite number of marks on their record. This method is most appropriate for Set C. To help in that, a separate Players Recording Sheet is supplied, each printed with several 3 by 3 grids. The sheet could be cut, across or vertically, to give each player 5 or 7 grids, depending upon how many games it is anticipated will be played.

## The Draw

The caller has to have some way of deciding which items are to be called. In this case it could be the caller's own choice but, except for the circumstances described under **Selected Calling** it is probably best if the selection is made by some random process.

The easiest way for Sets A and B, is to simply cut up a copy of the Checksheet and shuffle the cards before drawing. For Set C a set of 'calling cards' is available for the same purpose.

## Selected Calling

Following the regular form of Bingo, players are here identifying the shape on their card from the name being called. What we must also look to do, is give them an opportunity to put a name to the shape themselves. This is similar to the situation in Multiplication and Coordinates Bingo.

A way of doing this is to move from player to player in some regular and systematic manner. There, the caller points to one of the shapes which that player has on his or her grid (and which has not already been called) and the player calls out the name of that shape. To remove all doubt, the caller **repeats** the call and records it. Supplementary rule here: it is the shape called by the player which matters - not the correct name of the shape being pointed at by the caller. If the player calls wrongly - say '*segment*' for '*sector*' - then the error is pointed out and the player cannot cross off that shape (unless they also happen to have the named shape on their card of course). Another supplementary: if a player has only one shape not claimed on their card then no call is taken from that player - this builds up the tension considerably!

## Checking

Once a 'full card' has been claimed it has to be checked. This is usually done by comparing the card with the caller's record sheet and can be a little awkward to deal with. A simpler way is to have a complete set of the 5 sheets from which the cards are made ready to hand. When a claim is made it is then only necessary to ask for the identification number on the bottom of the card, find that card on the sheets, and check that one against the record sheet.

## Sessions

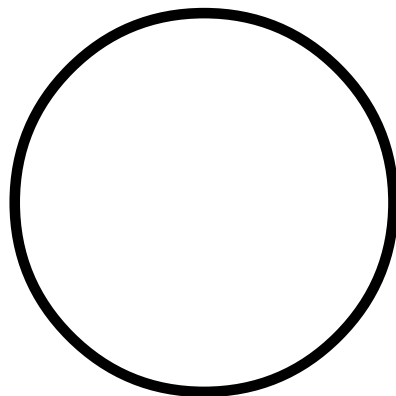
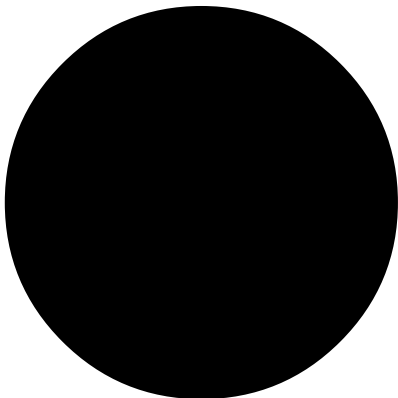
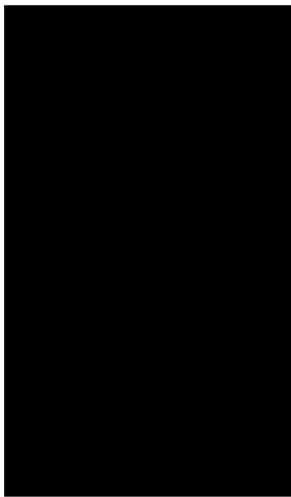
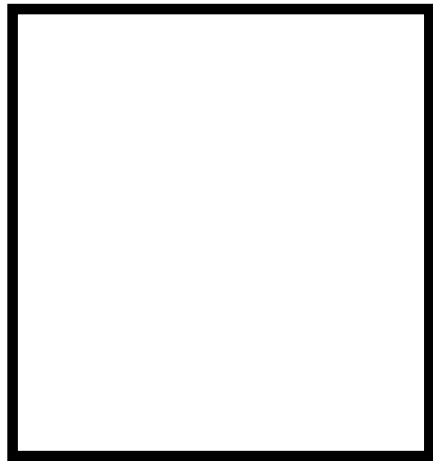
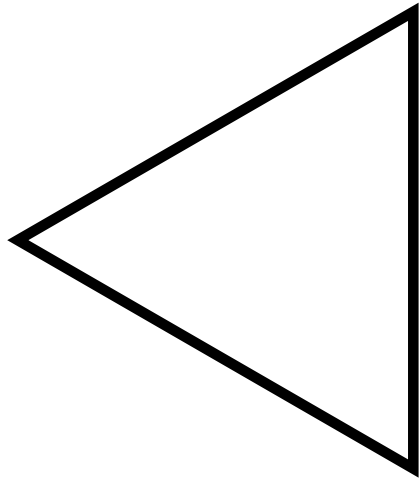
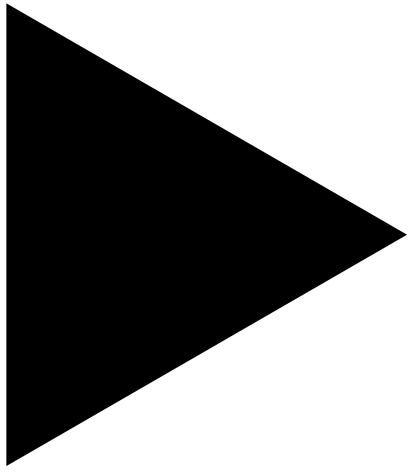
The smallness of the cards, together with the limited number of items (especially in Sets A and B) mean that individual games will be over very quickly. In fact it would not be worth the trouble of setting this up in the first place if only one game was going to be played.

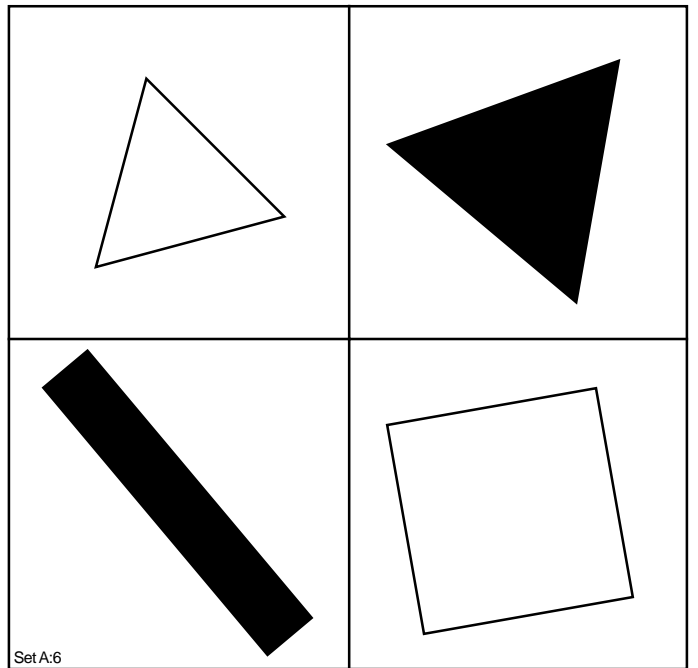
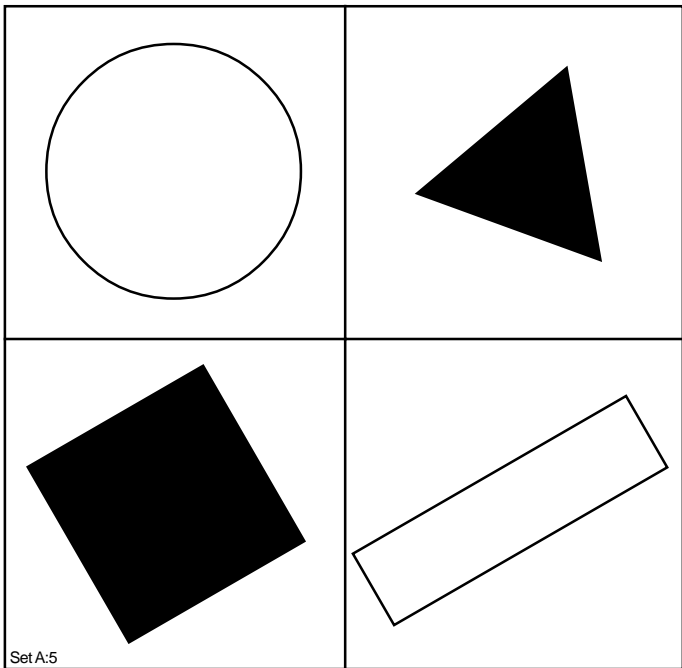
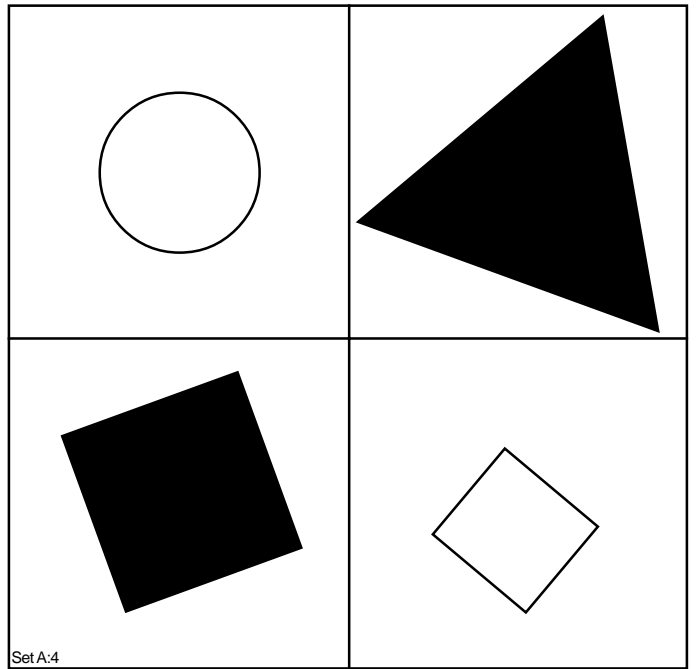
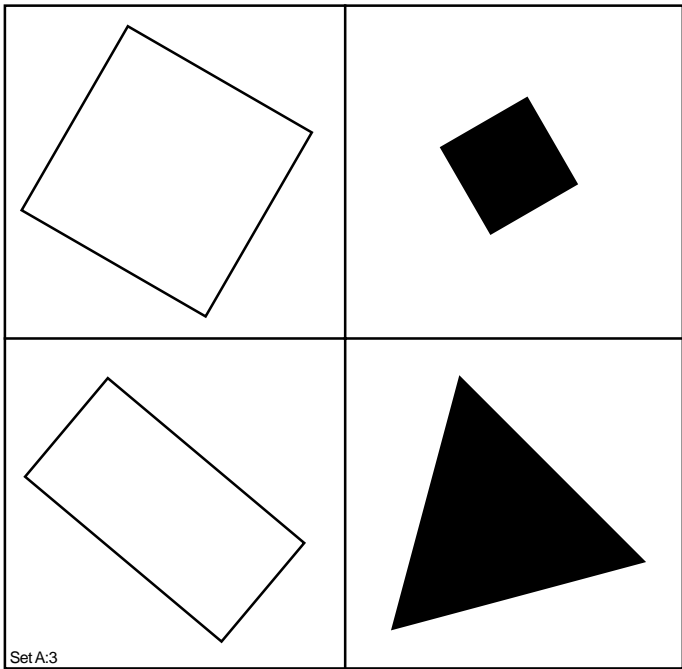
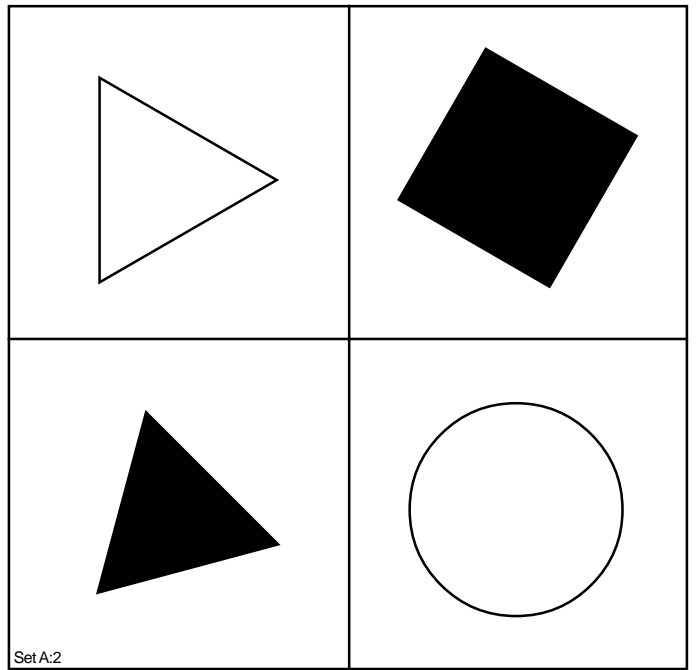
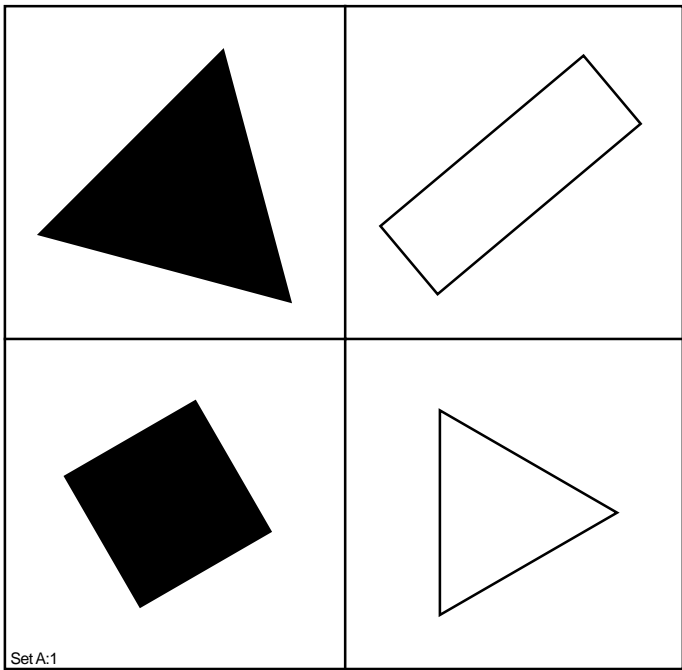
It needs to be run as a session, having a series of games, with cards being passed on in some ordered manner after each game. Winners should be recorded over the complete session.

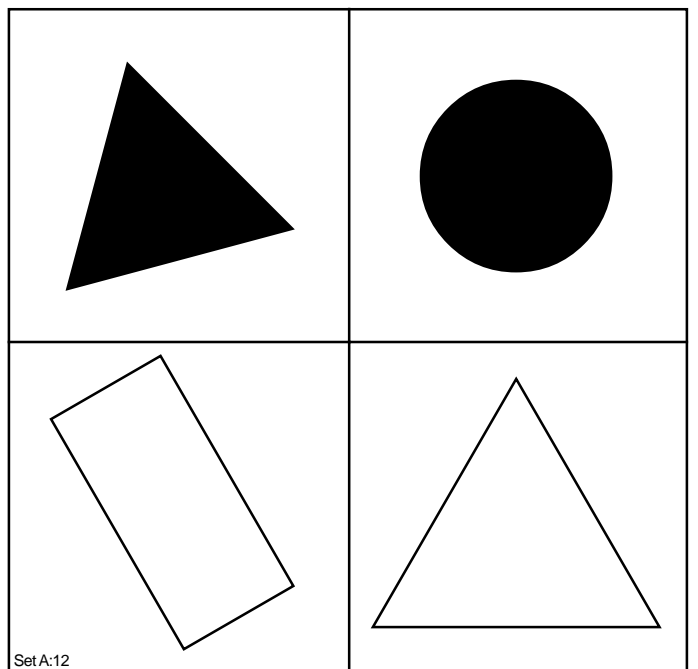
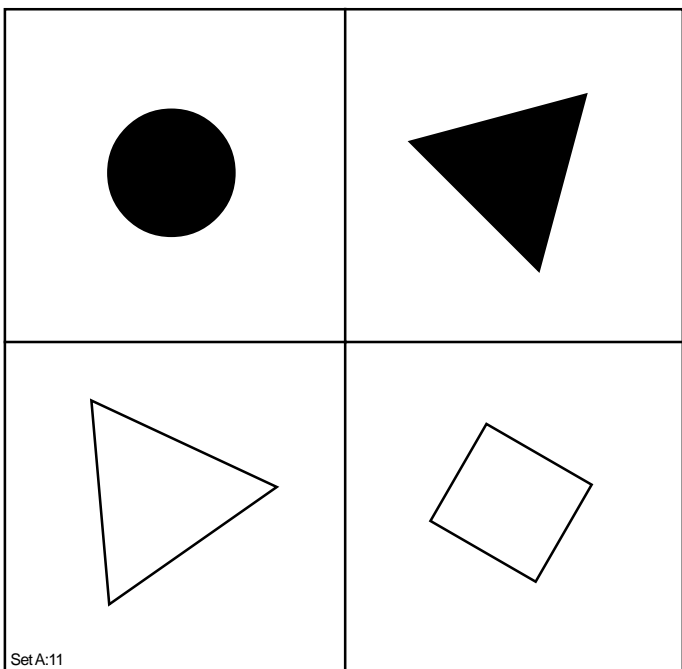
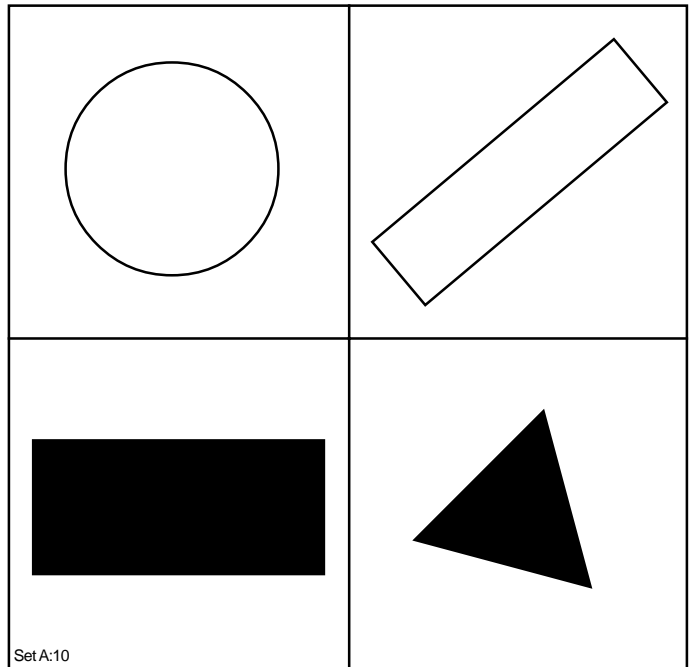
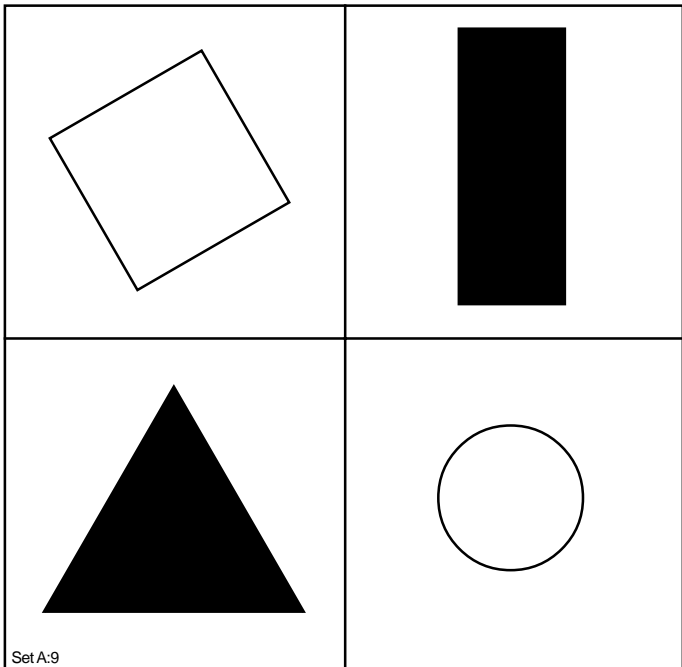
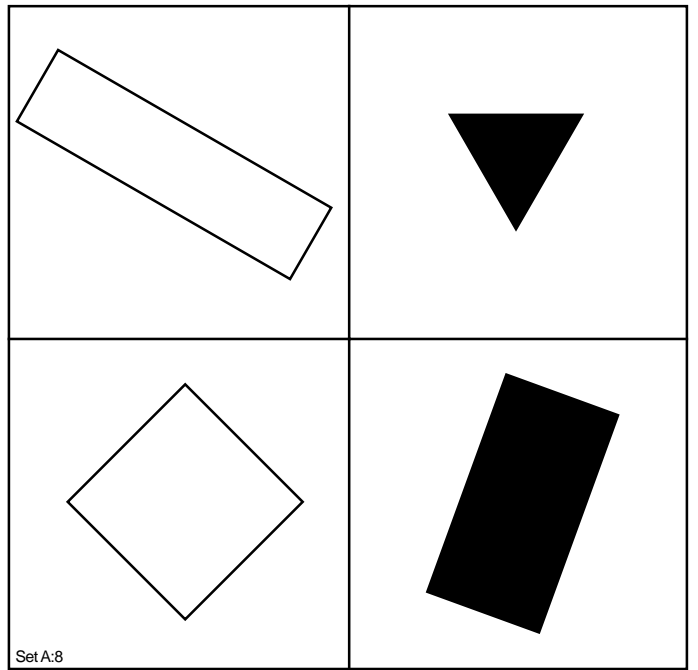
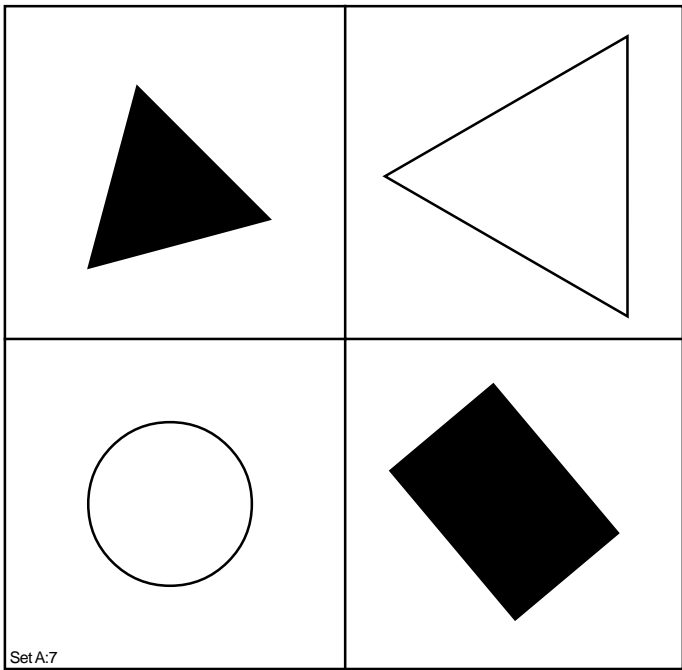
Individual games can be made longer by cutting up the sheets differently (across or vertically), and giving each player two or three cards to play at once. In this case, only one item can be claimed against each call, and the caller will have to go through the list more than once. This is much more demanding on the player's vigilance.

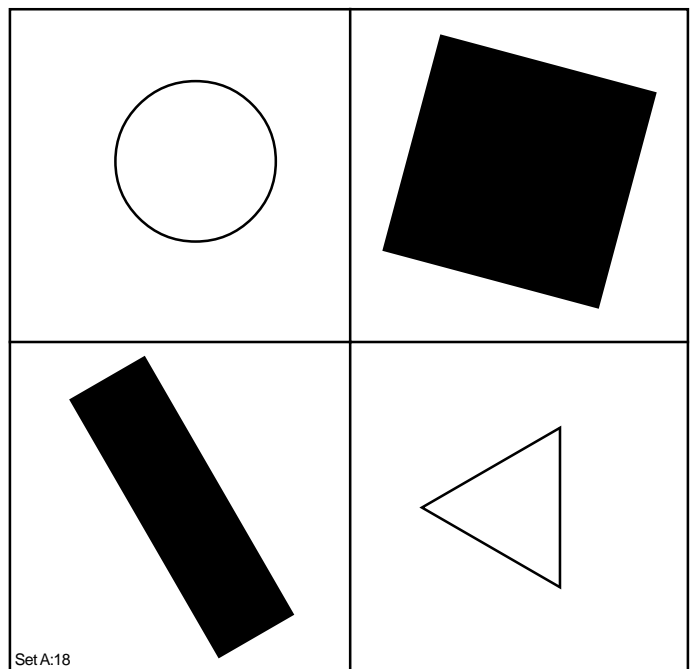
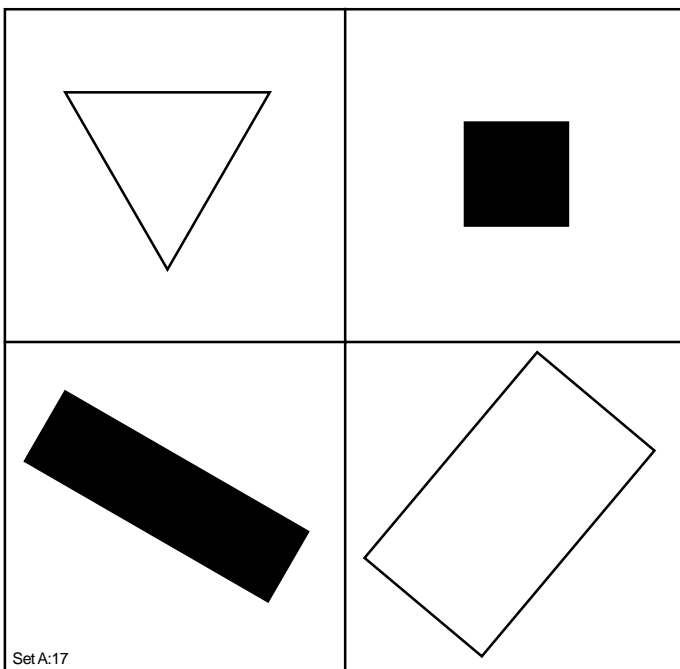
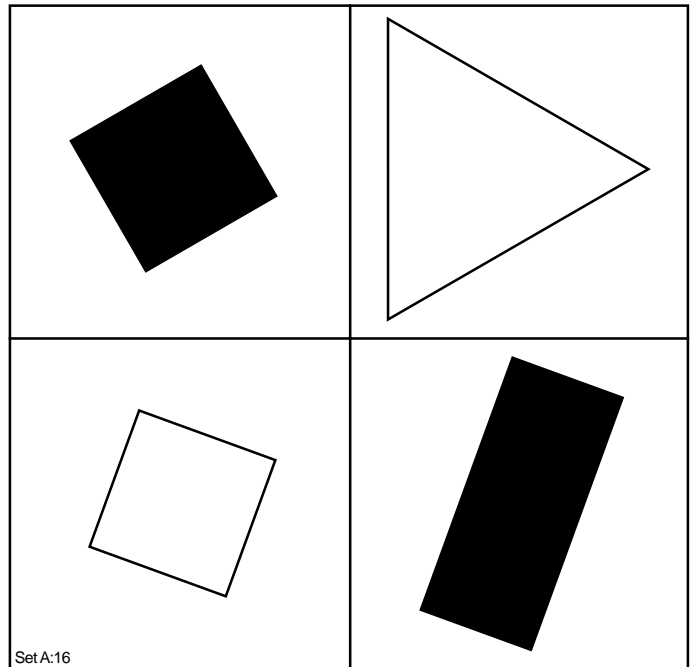
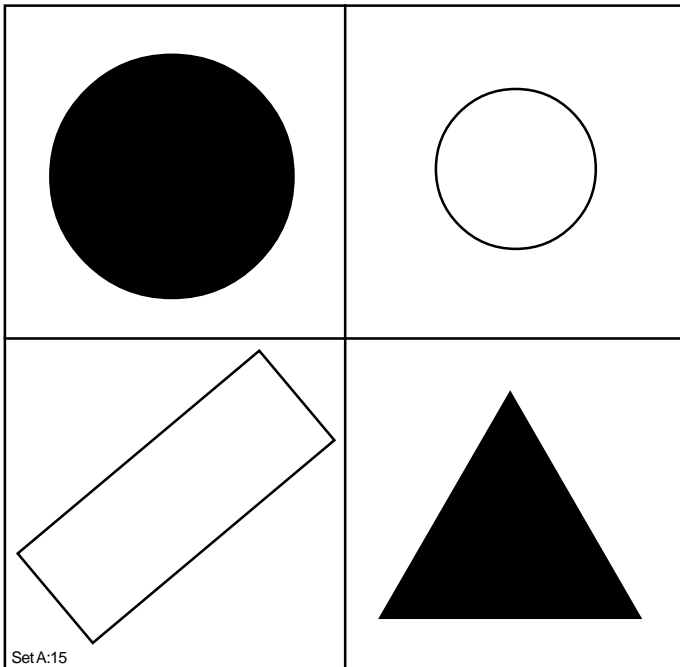
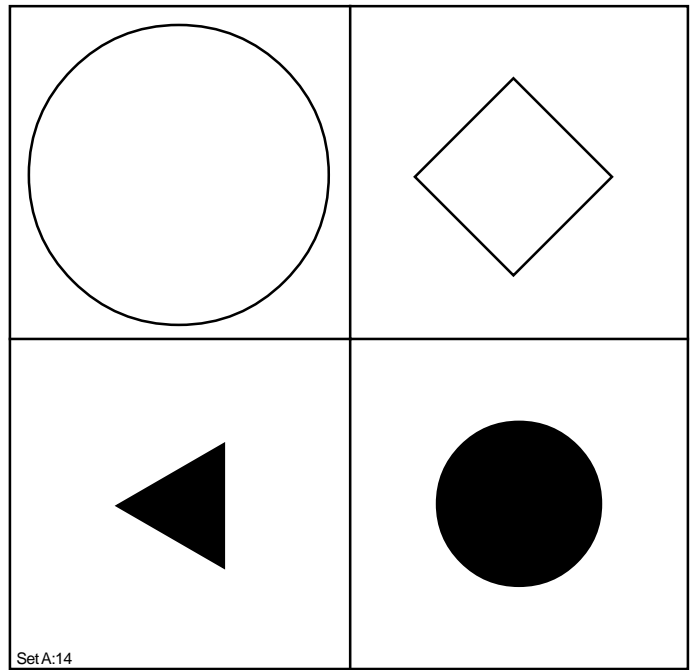
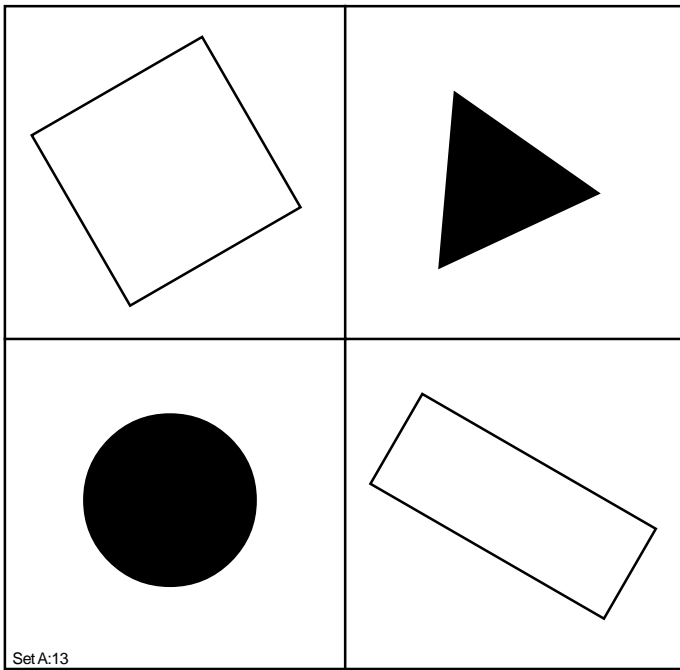
## Organisation

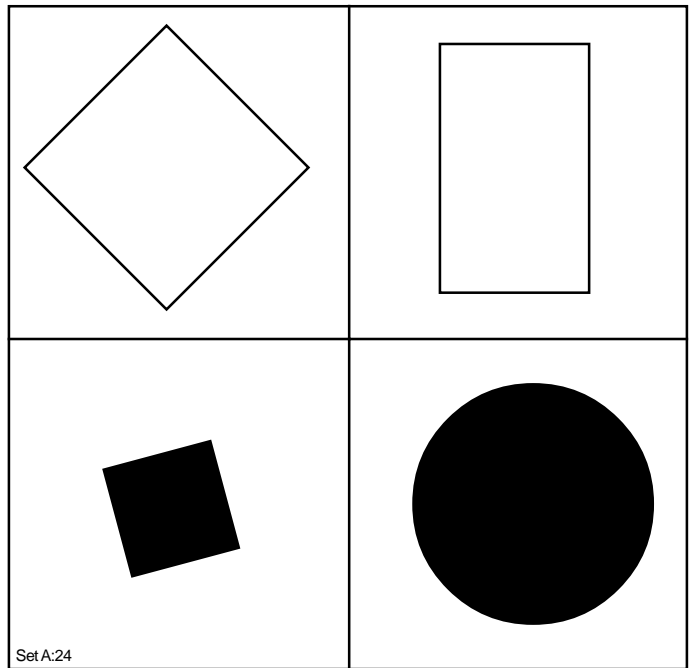
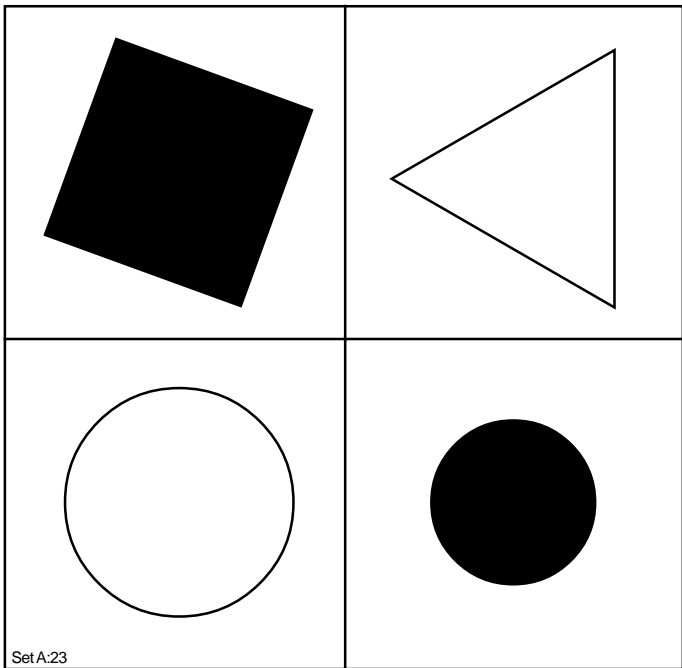
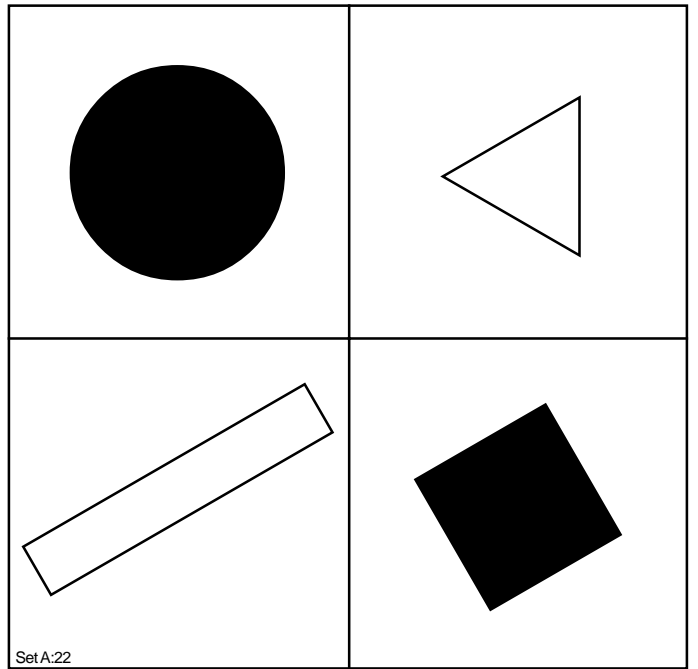
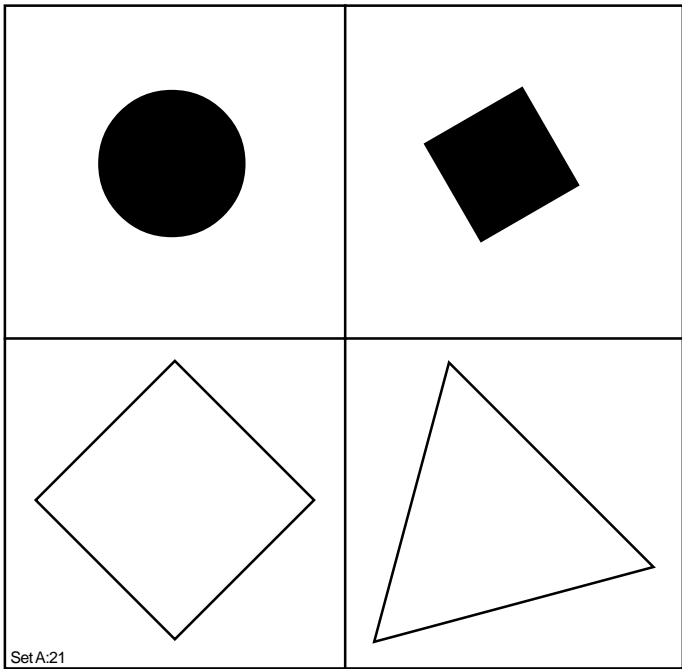
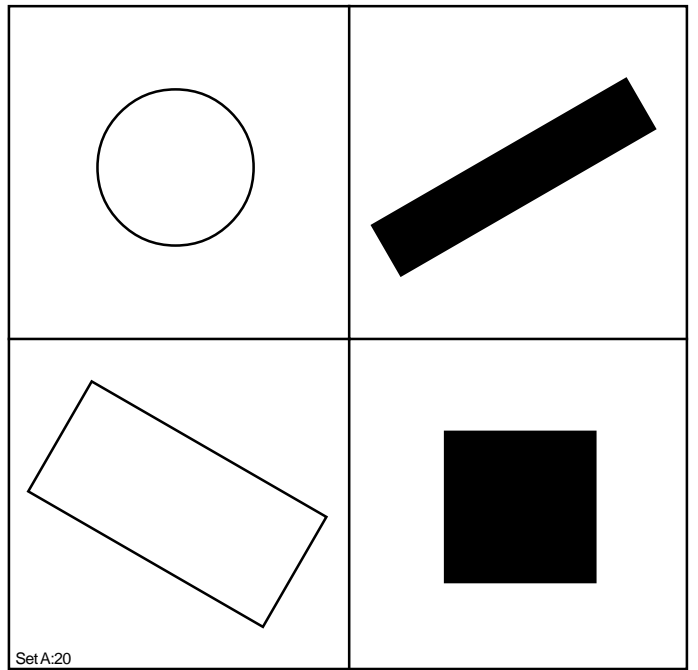
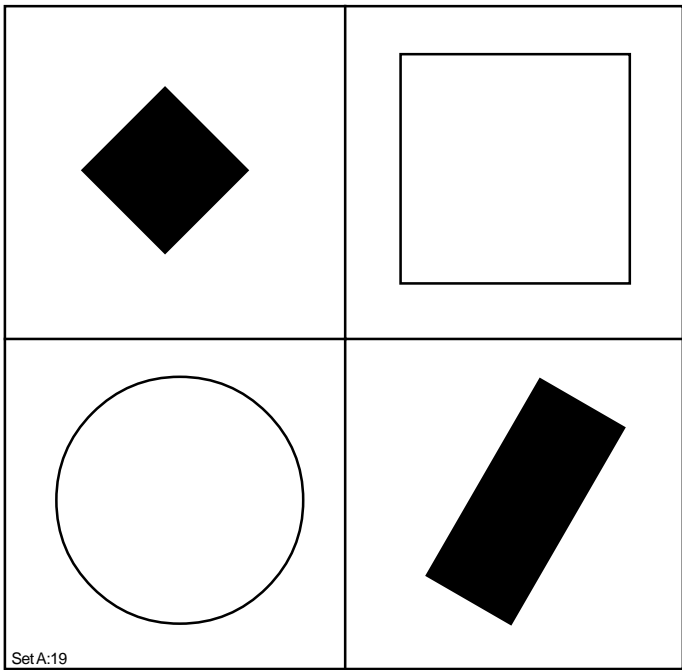
The key to making these sessions successful is being fully prepared, and having thought through the whole sequence of events.



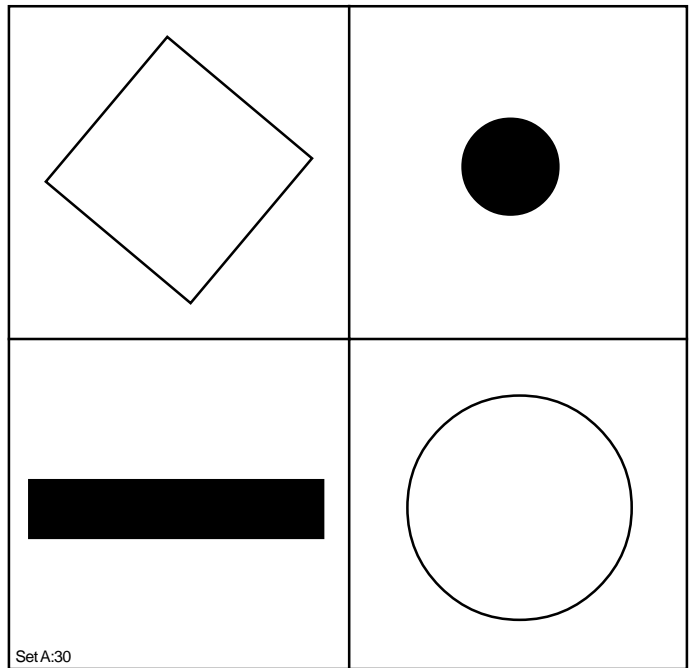
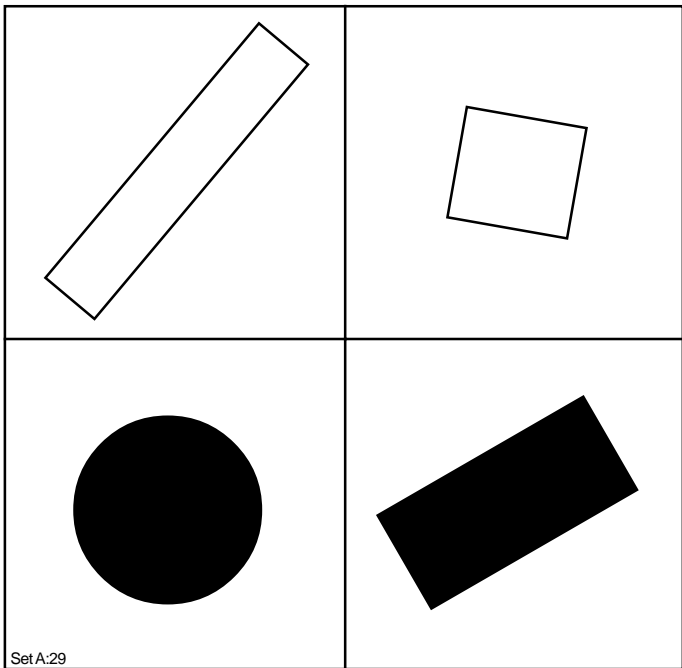
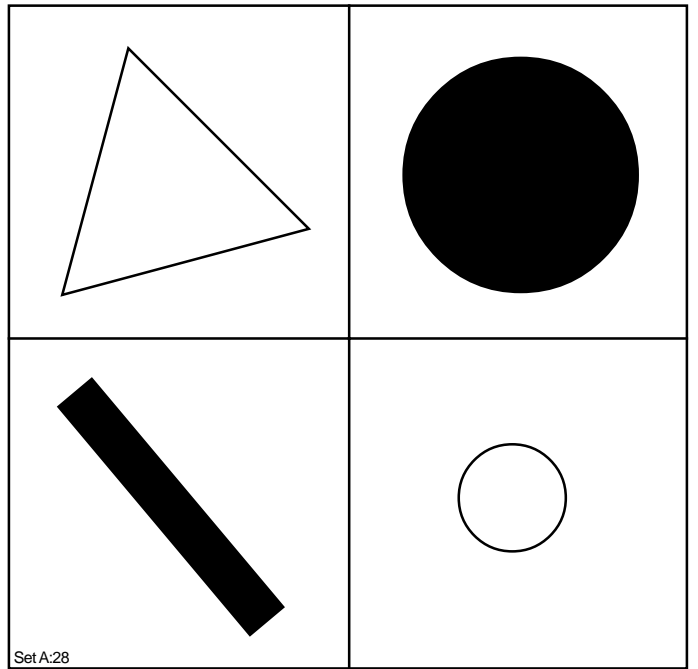
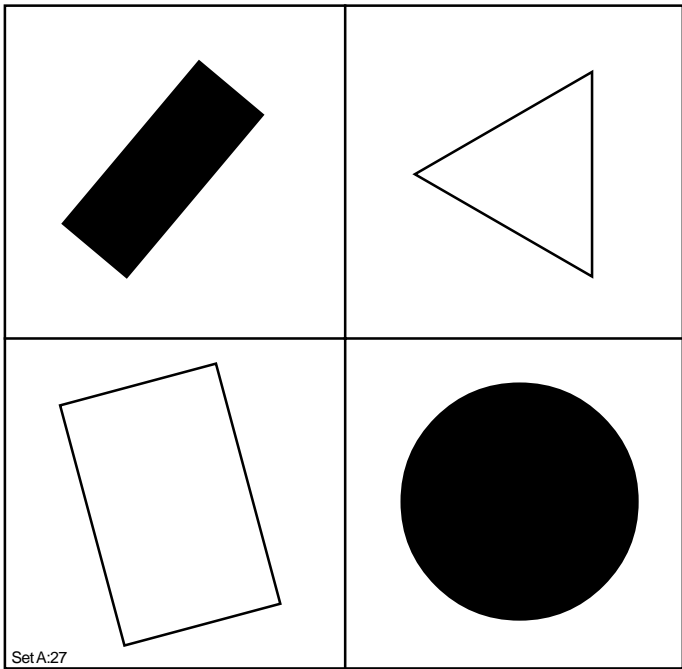
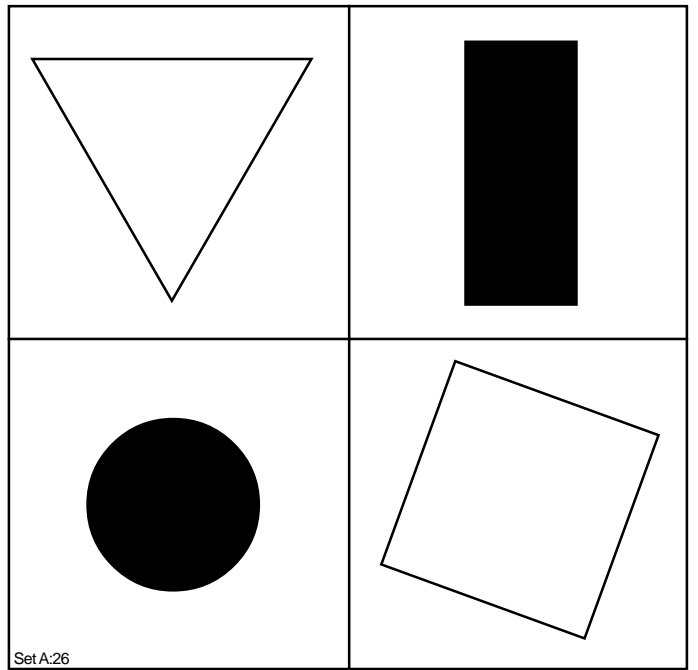
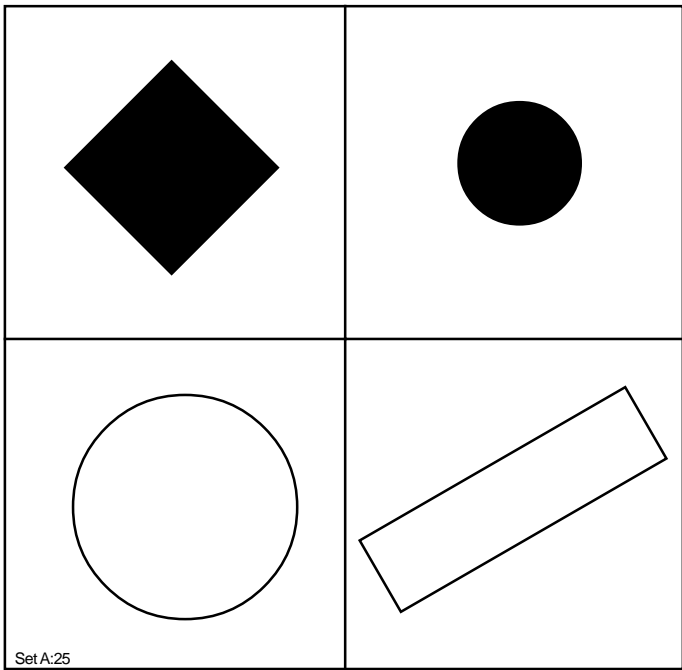


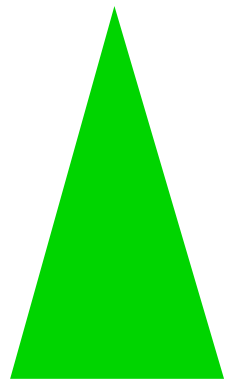
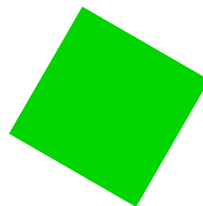
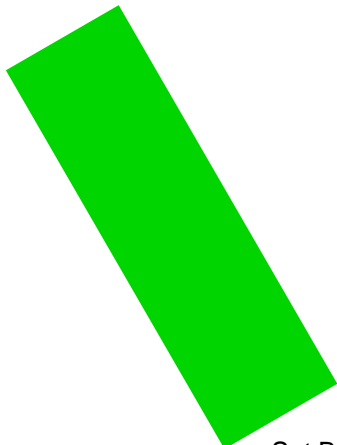
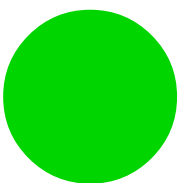
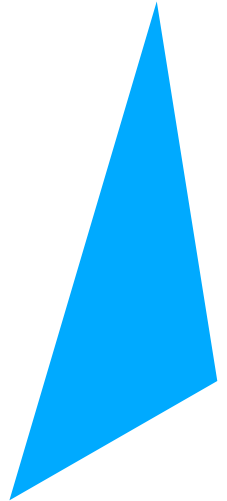
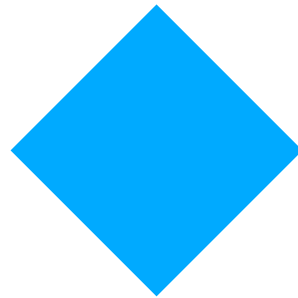
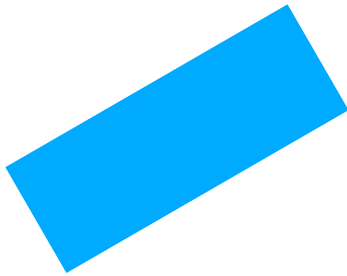
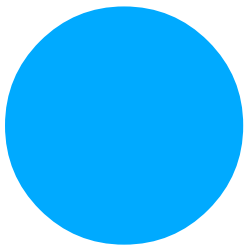
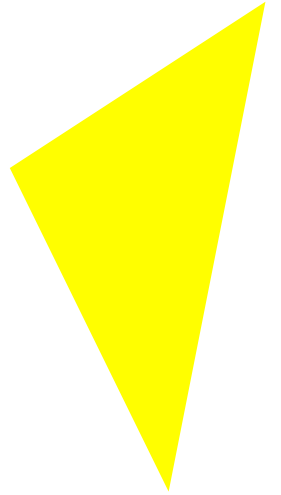
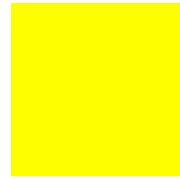
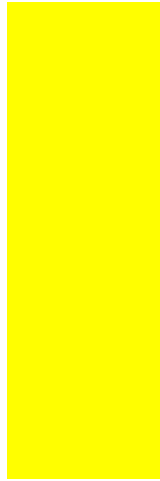
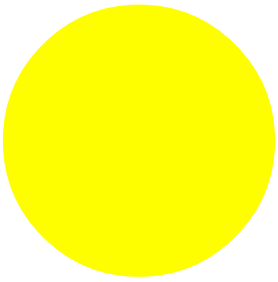
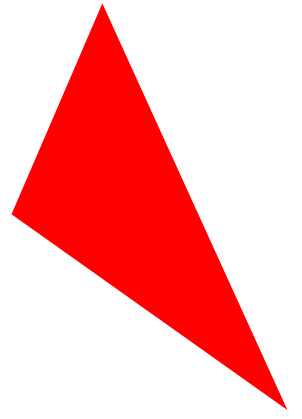
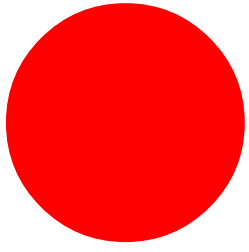




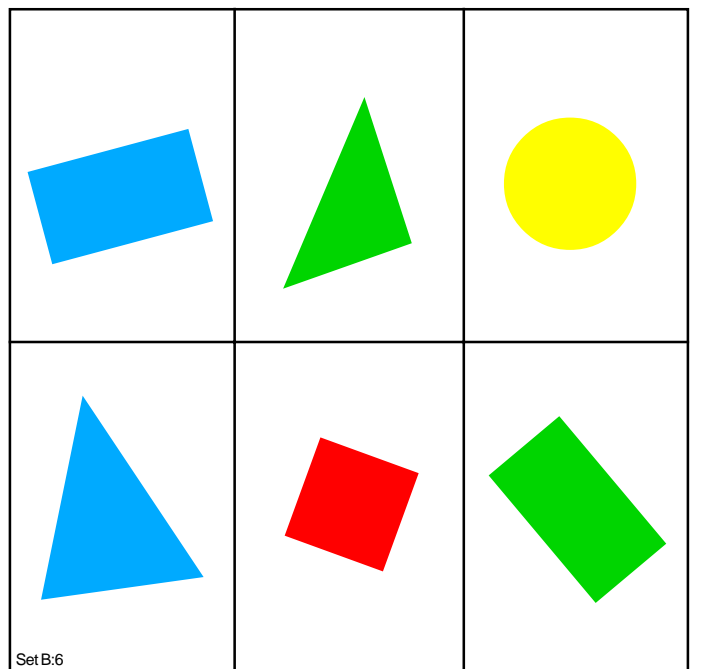
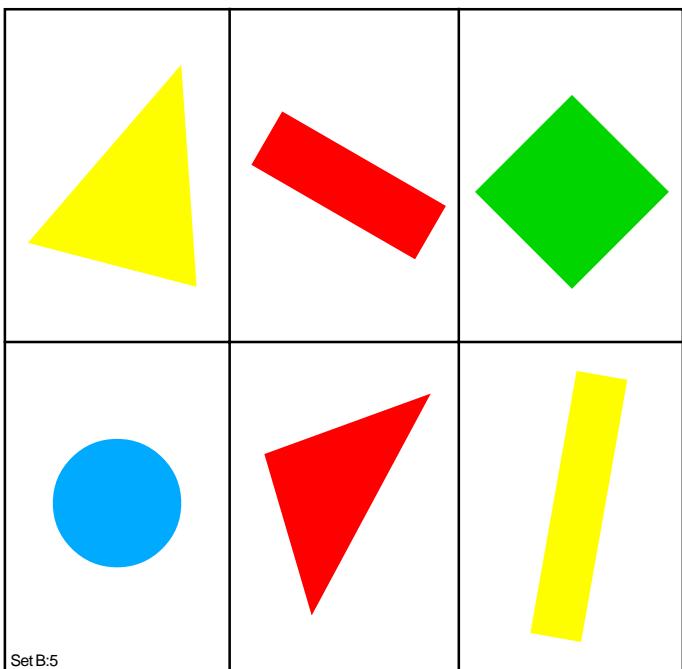
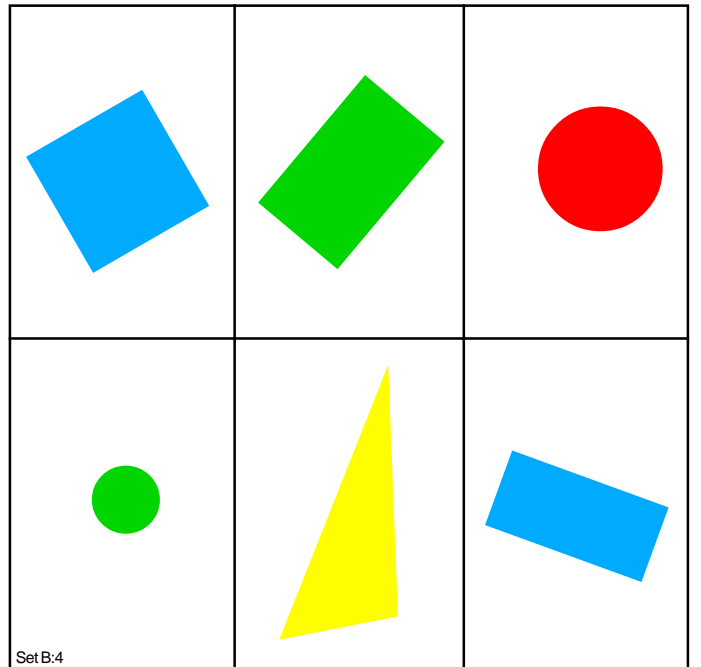
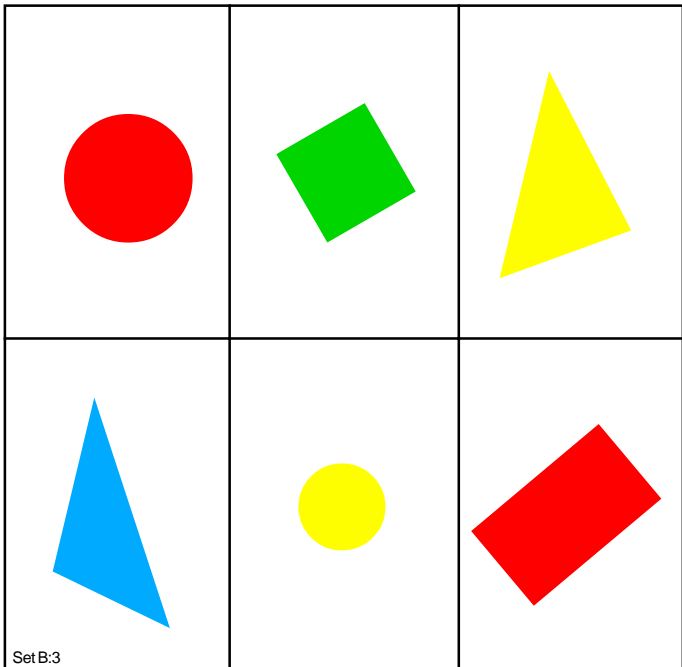
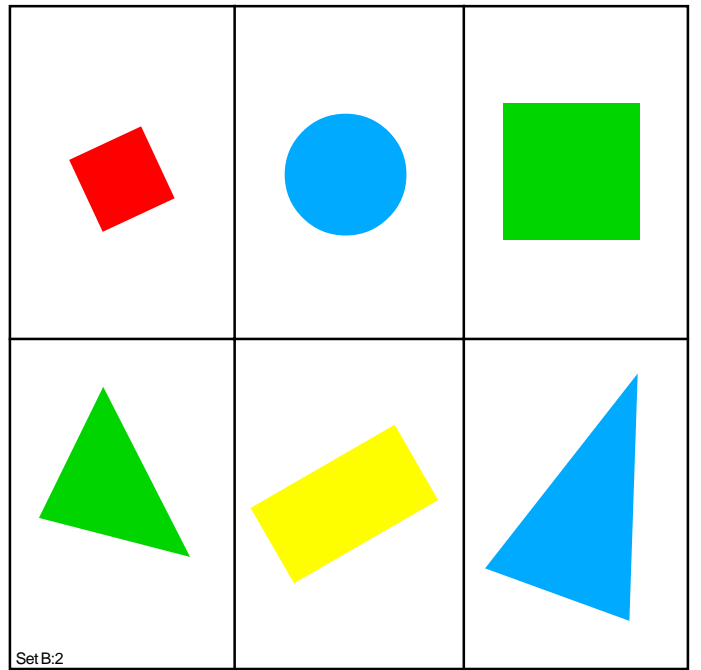
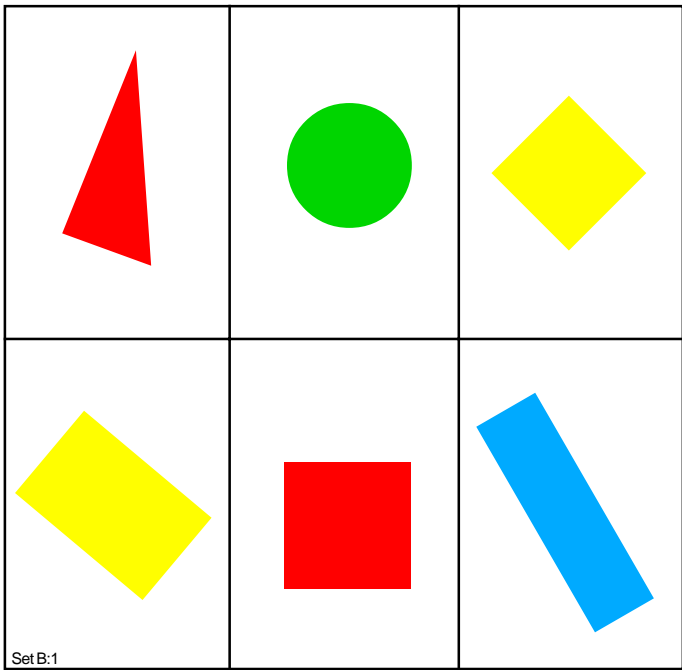


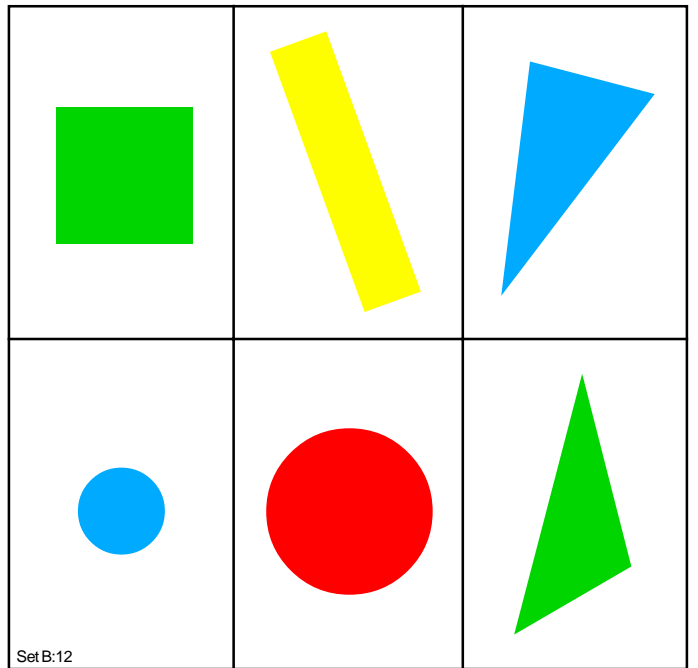
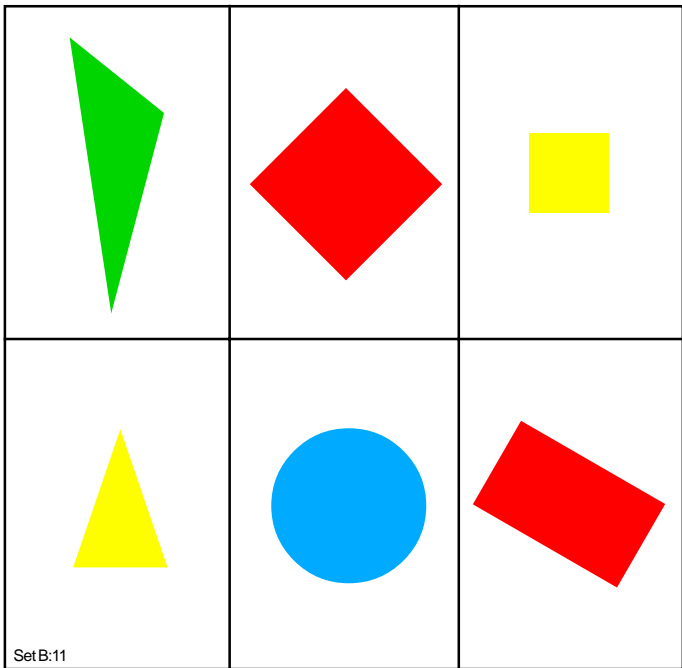
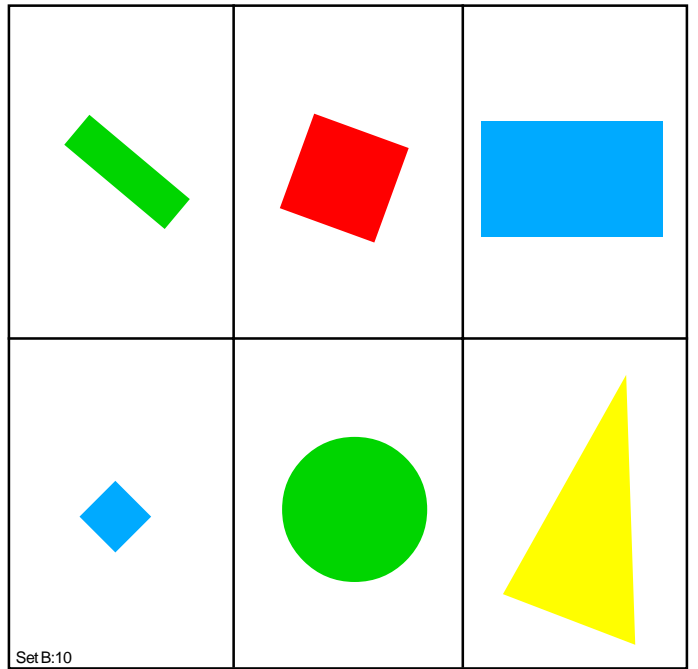
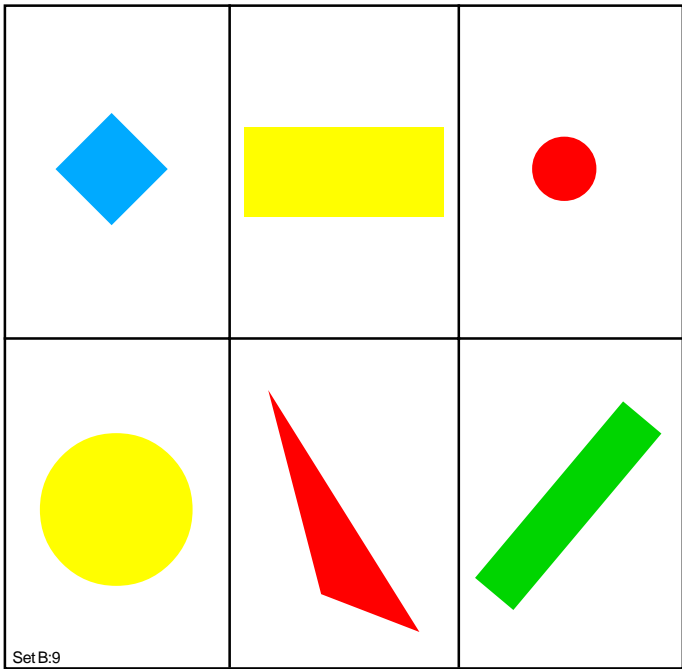
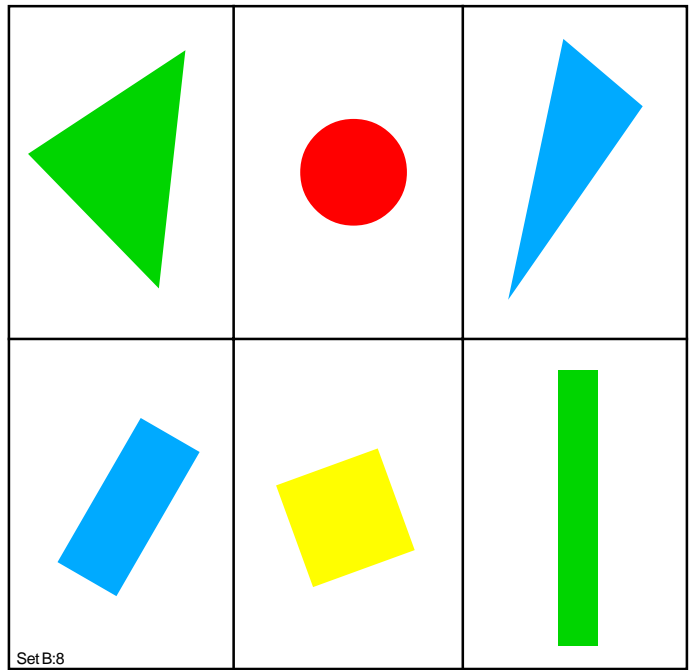
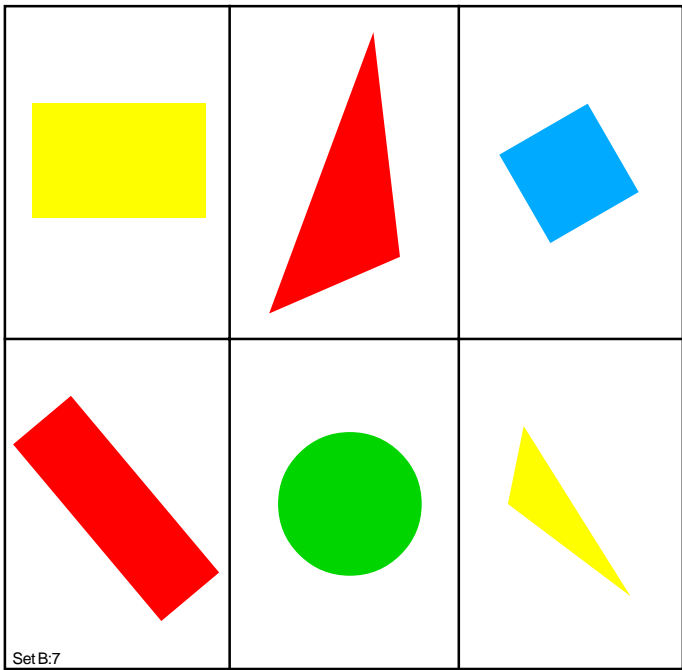


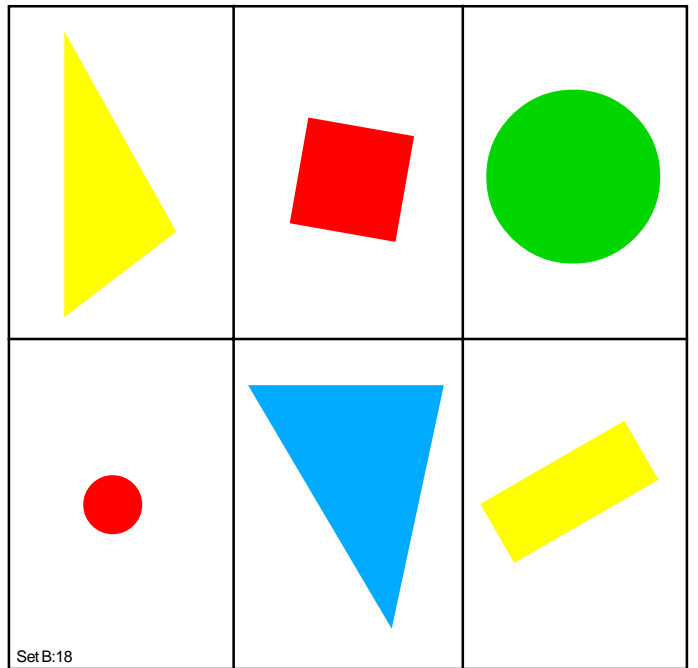
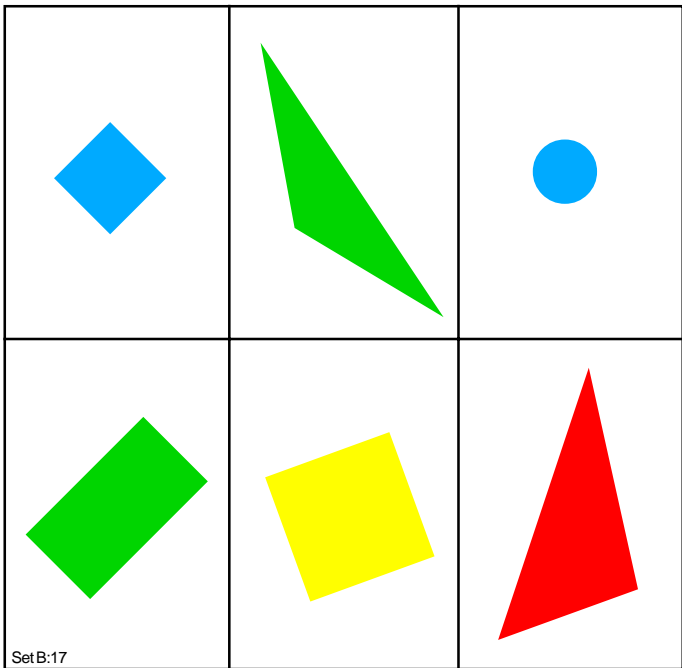
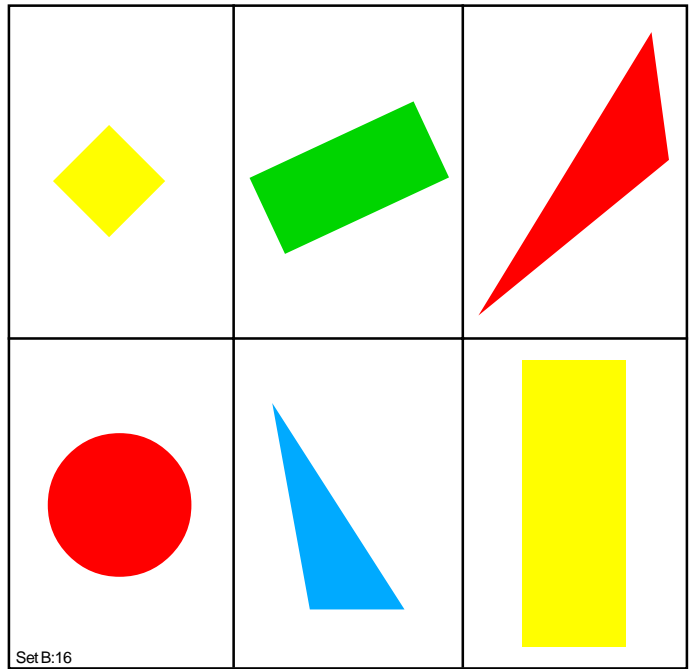
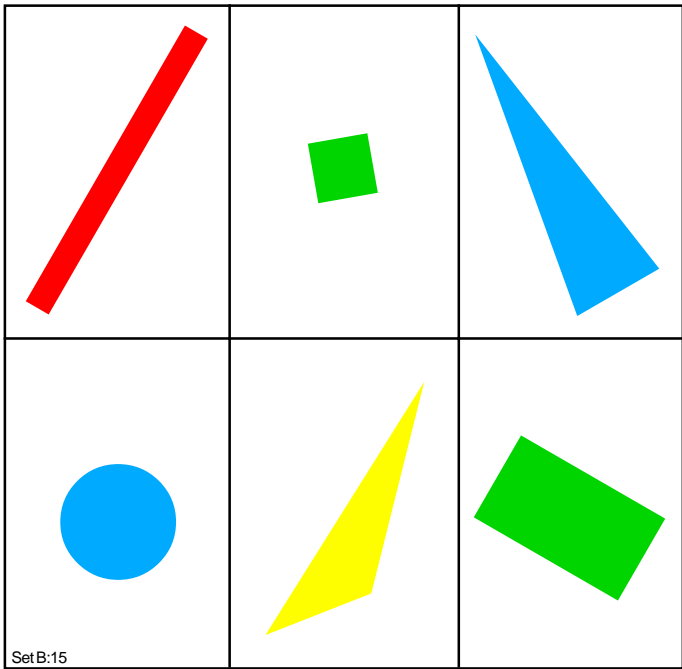
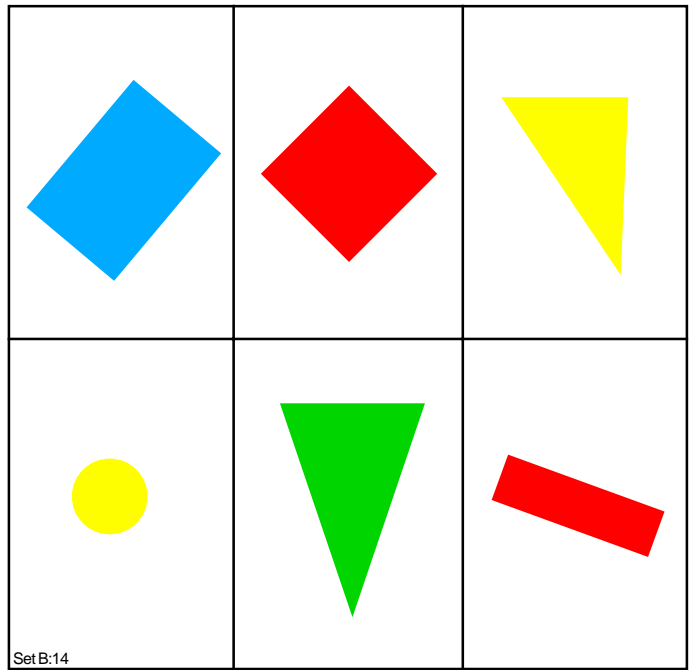
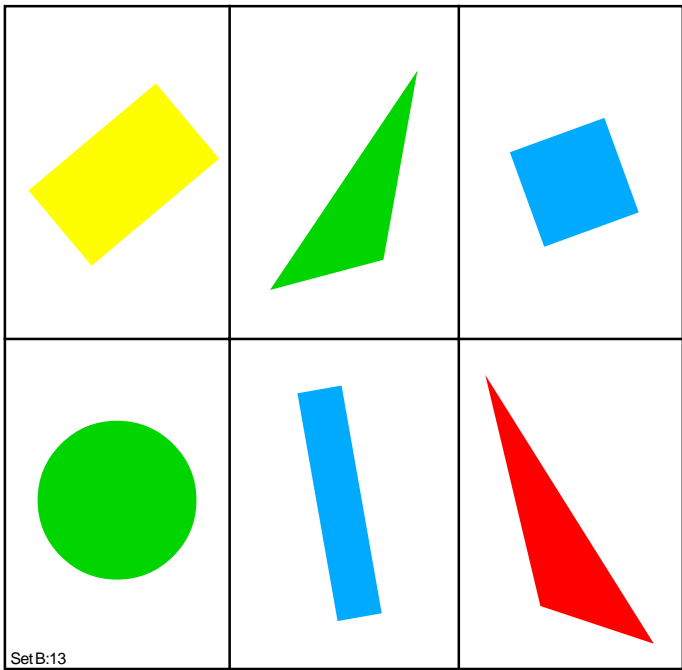


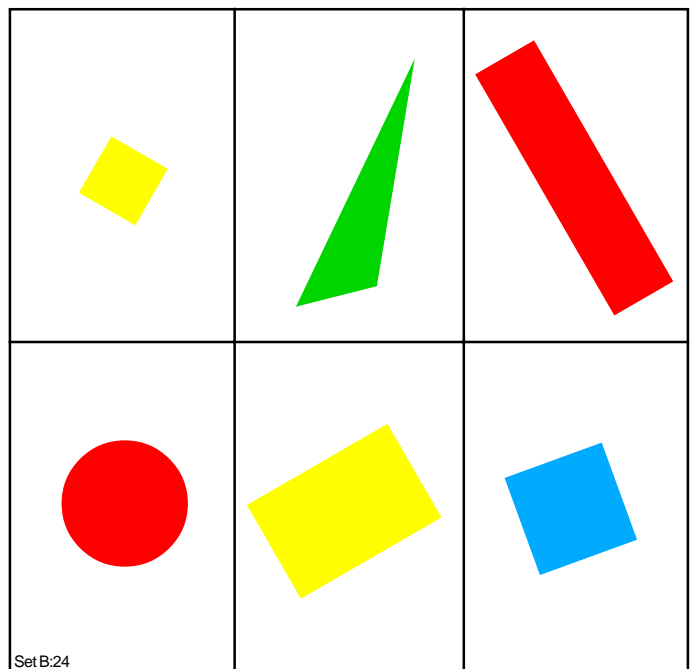
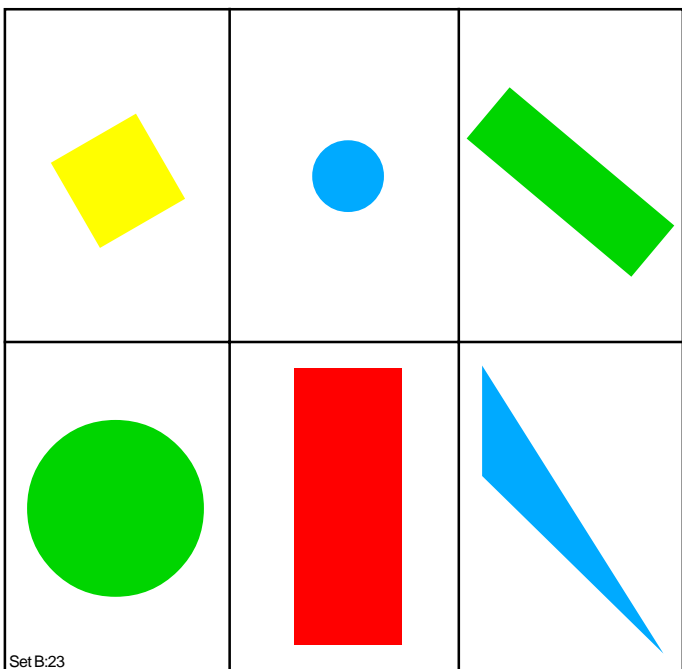
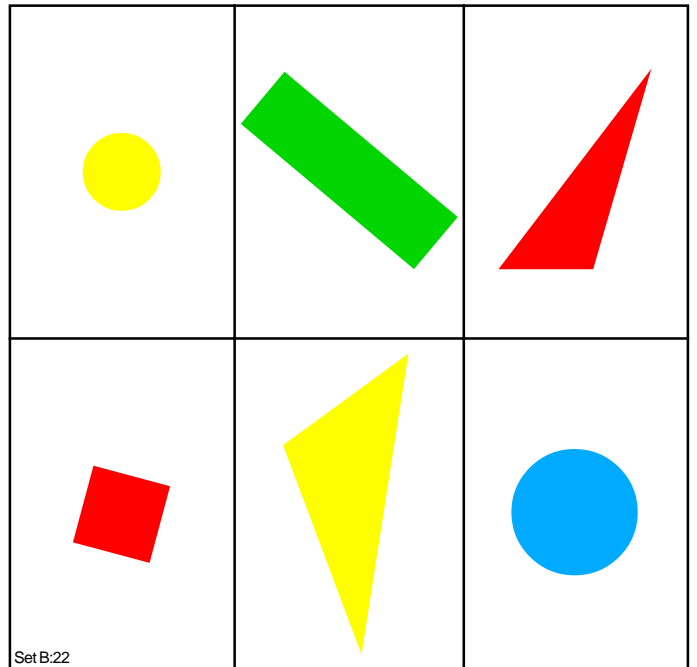
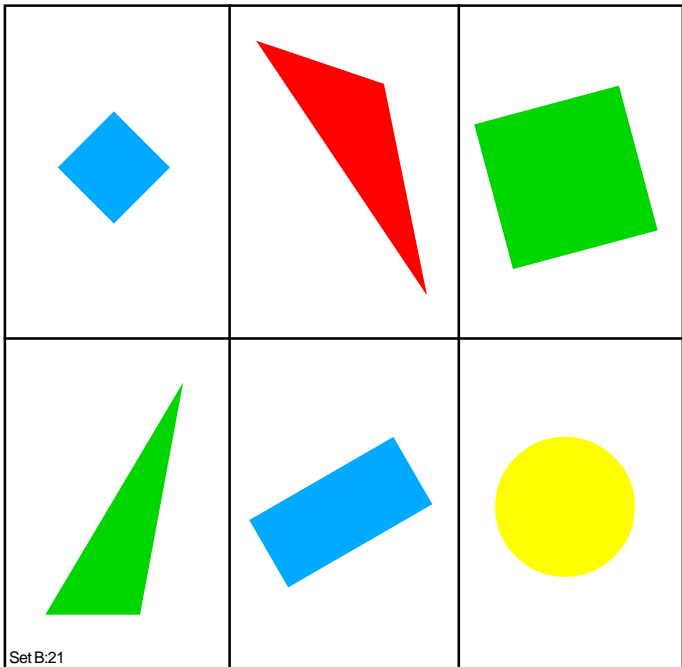
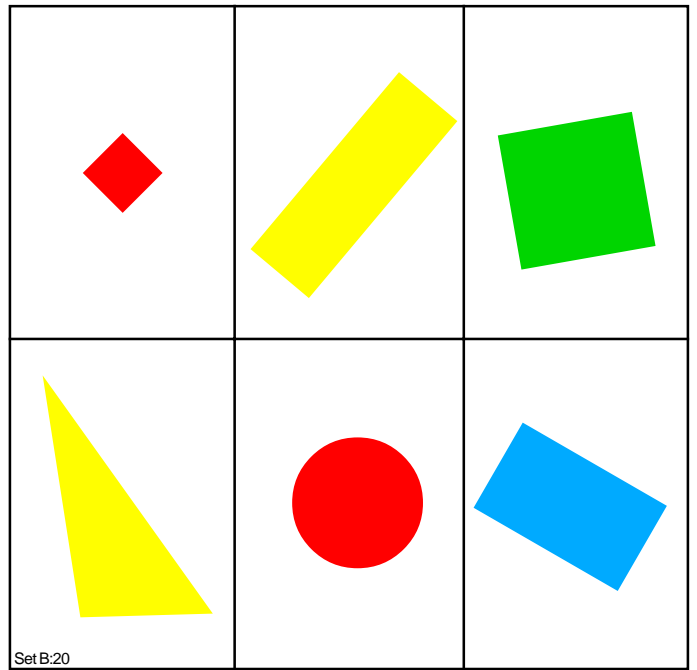
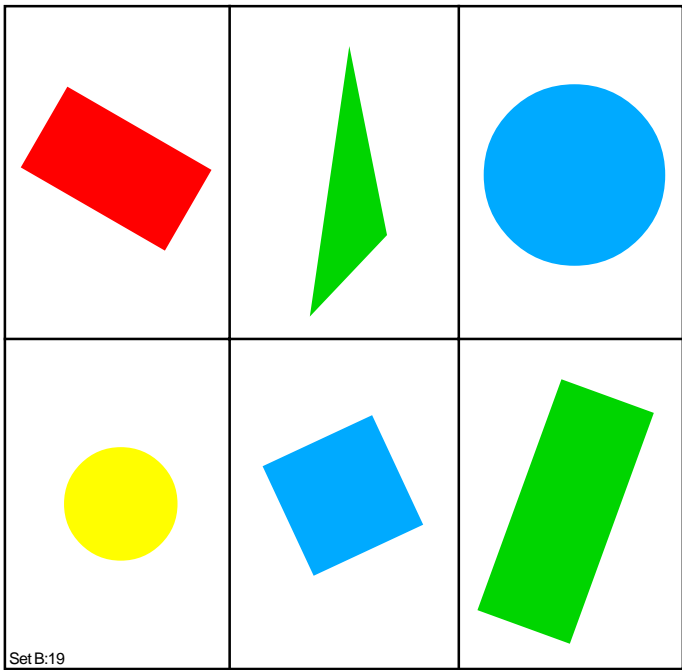


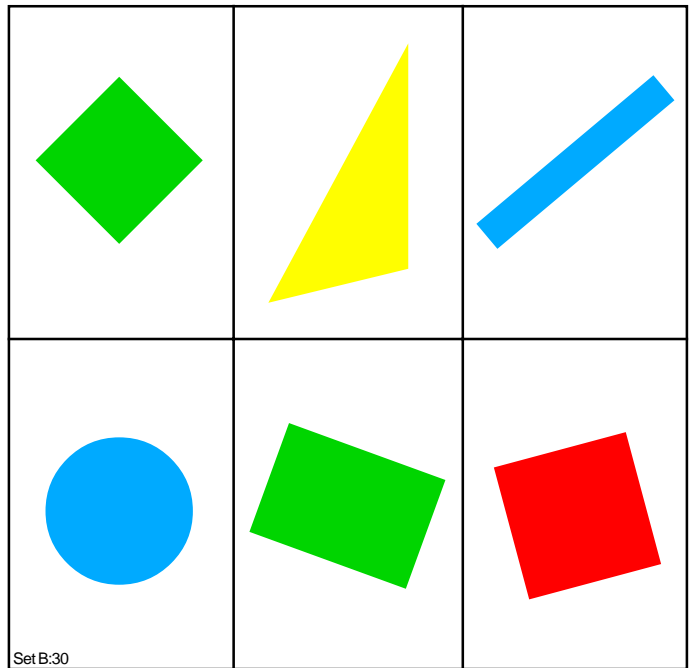
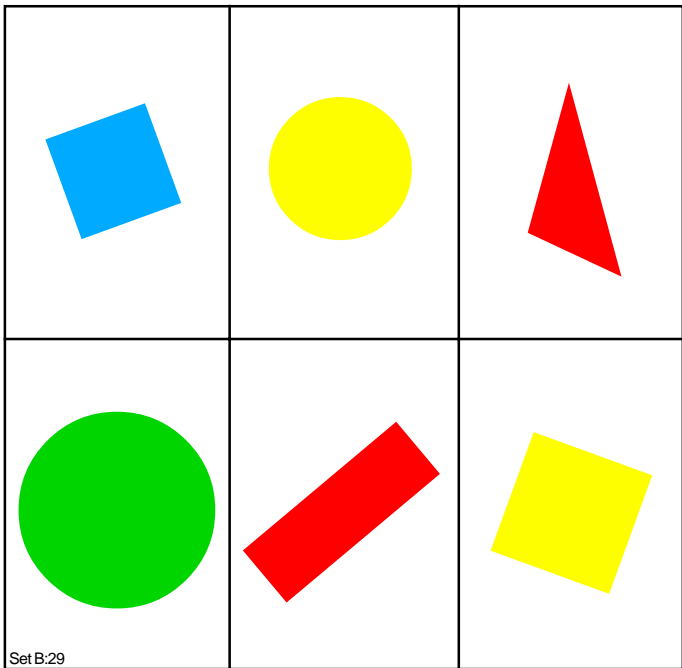
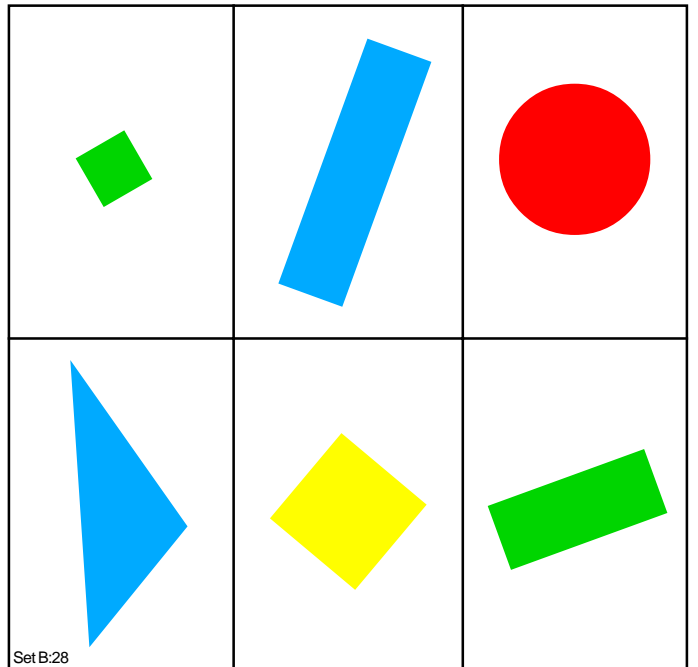
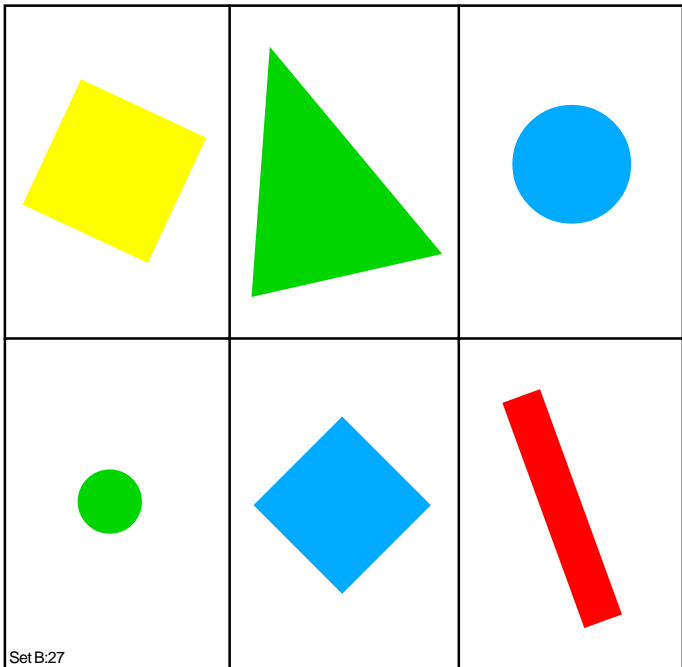
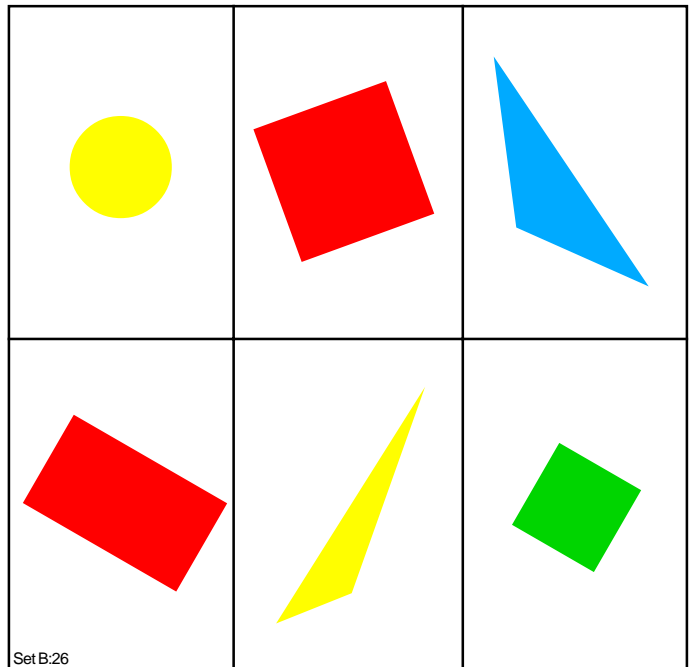
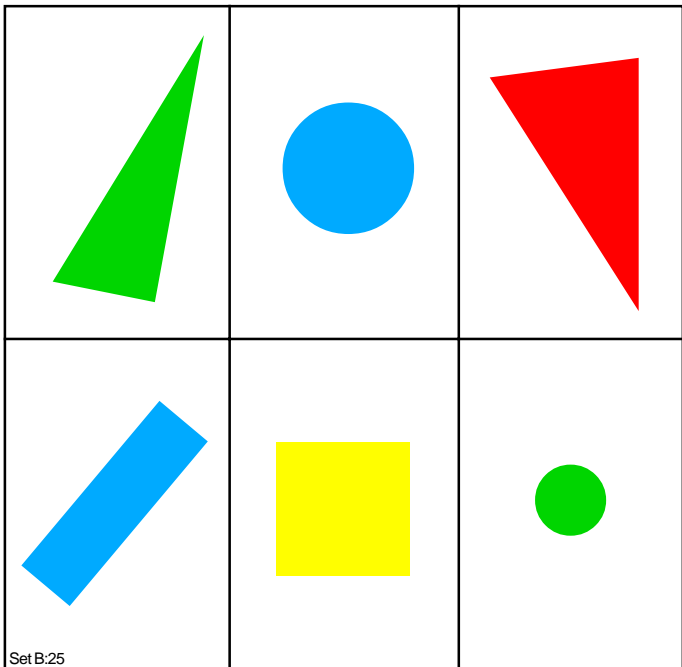
Set B: Checksheet











Scalene  
Triangle

Isosceles  
Triangle

Equilateral  
Triangle

Regular  
Pentagon

Regular  
Hexagon

Regular  
Octagon

Irregular  
Pentagon

Irregular  
Hexagon

Irregular  
Octagon

Circle

Ellipse

Annulus

Sector  
of a  
Circle

Segment  
of a  
Circle



Irregular  
Quadri-  
lateral

Trapezium

Parallel-  
ogram

Kite

Oblong

Square

Cone

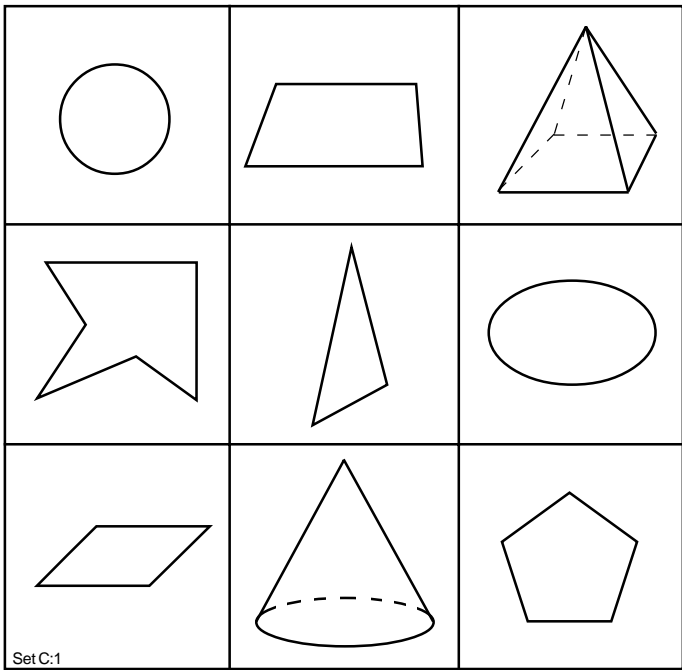
Pyramid

Tetrahedron

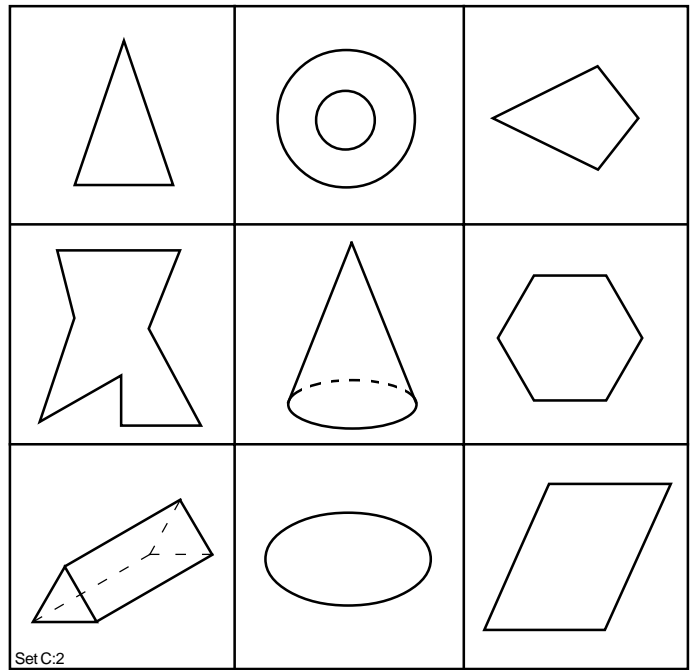
Cylinder

Triangular  
Prism

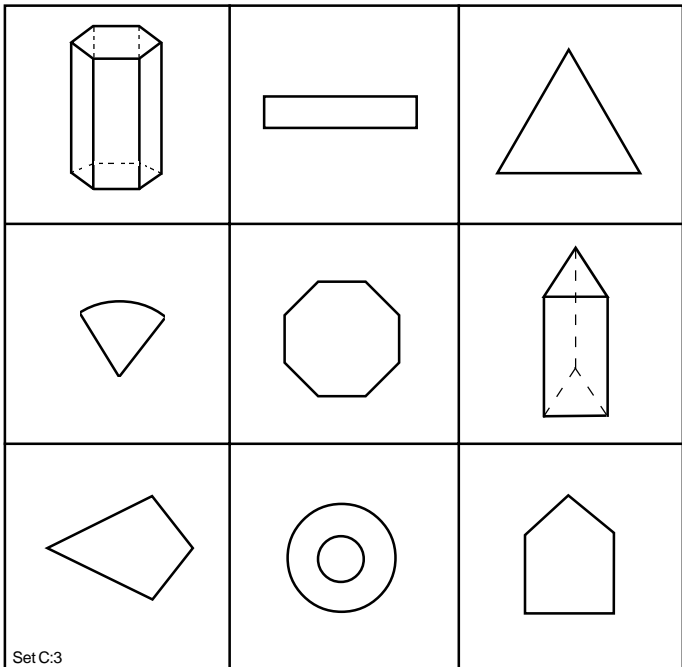
Hexagonal  
Prism



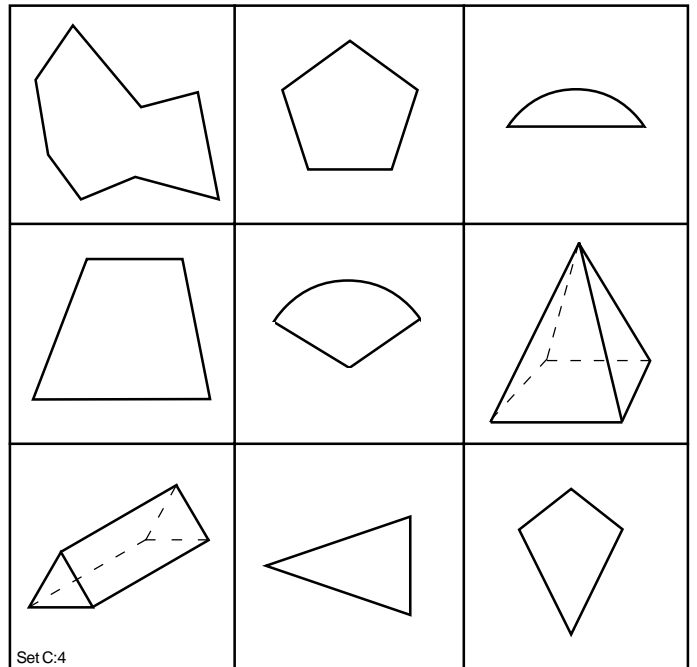
Set C:1



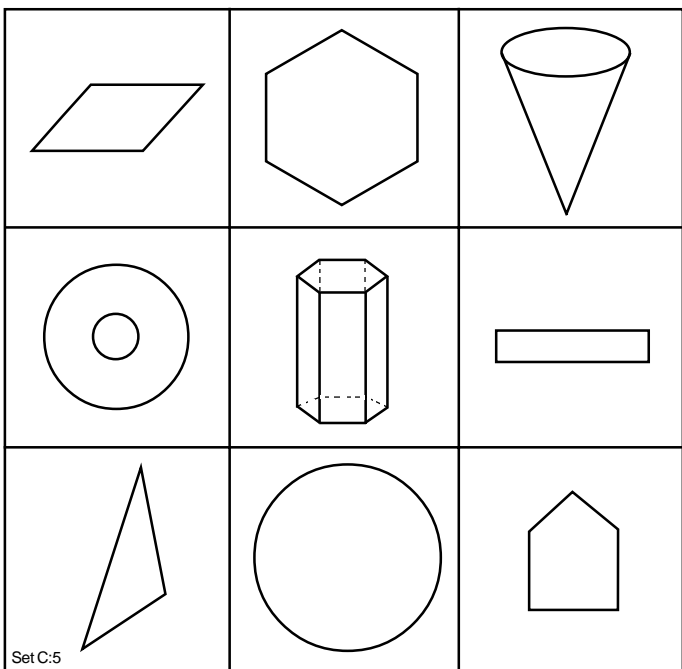
Set C:2



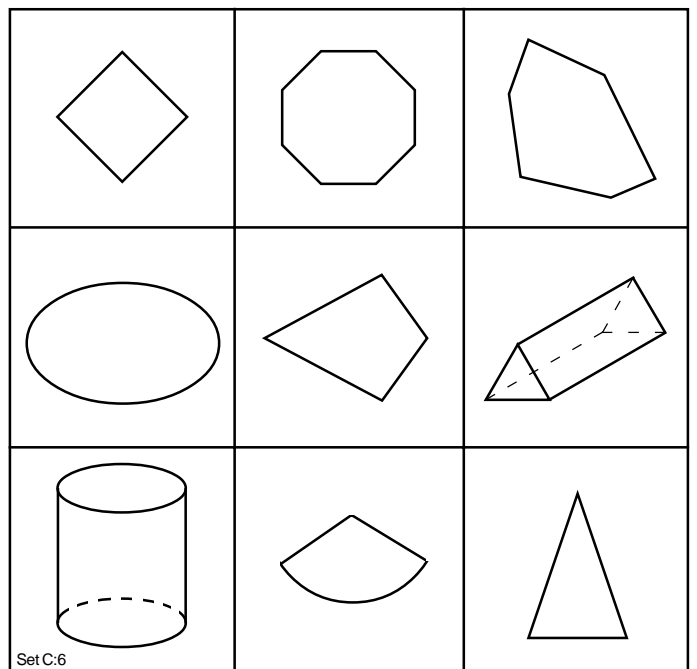
Set C:3



Set C:4

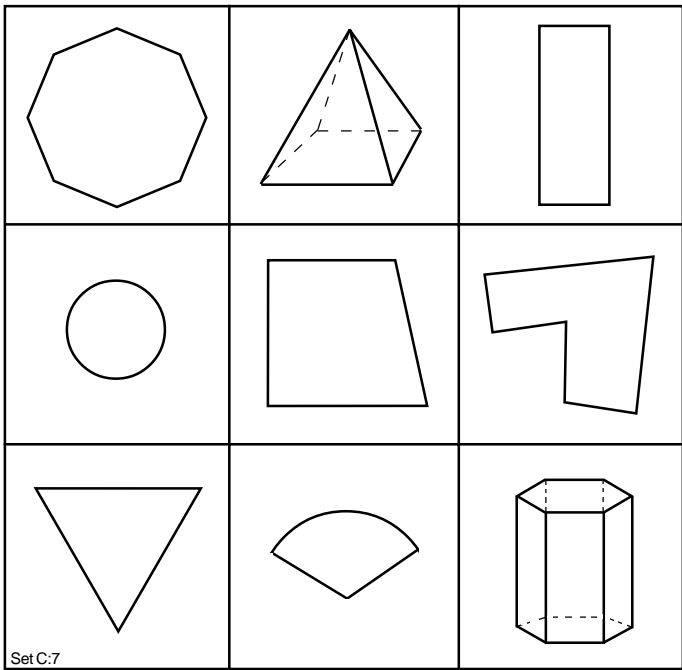


Set C:5

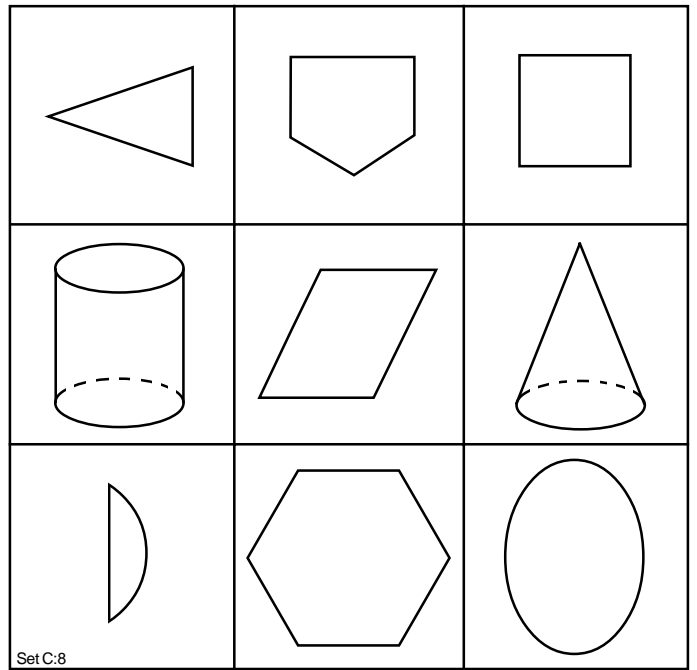


Set C:6

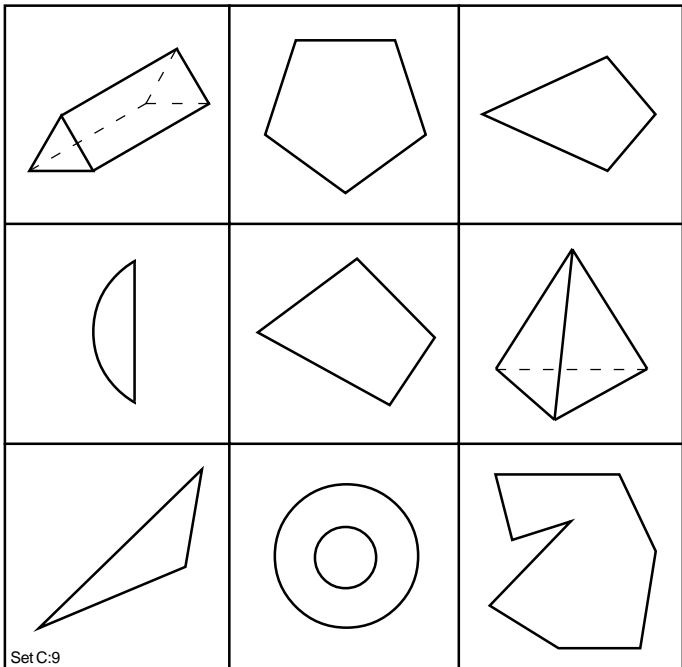
Set C: 1 to 6



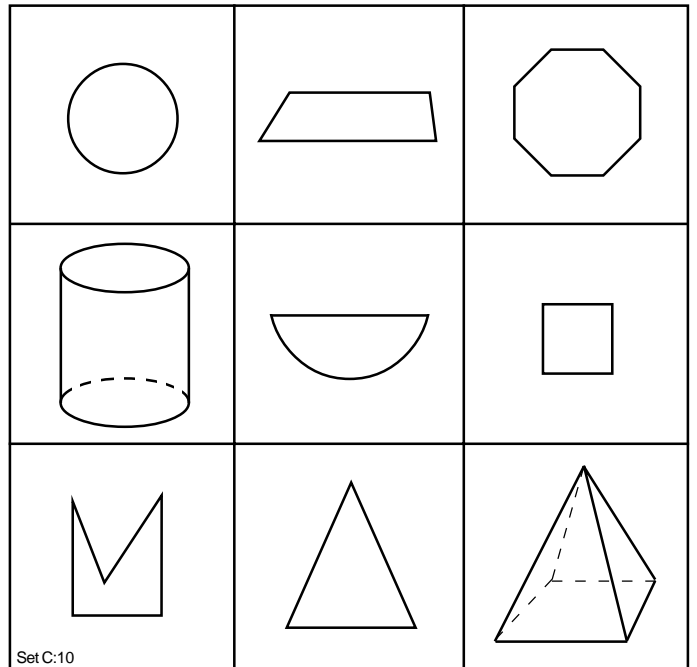
Set C:7



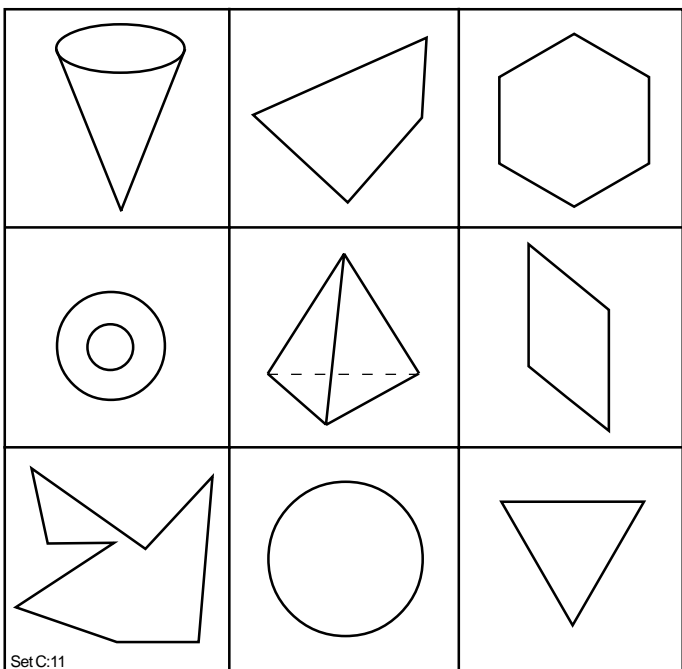
Set C:8



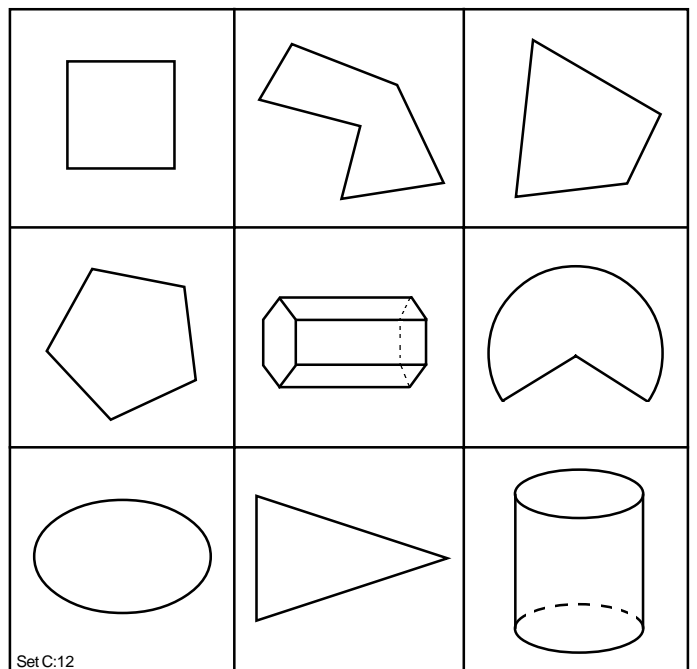
Set C:9



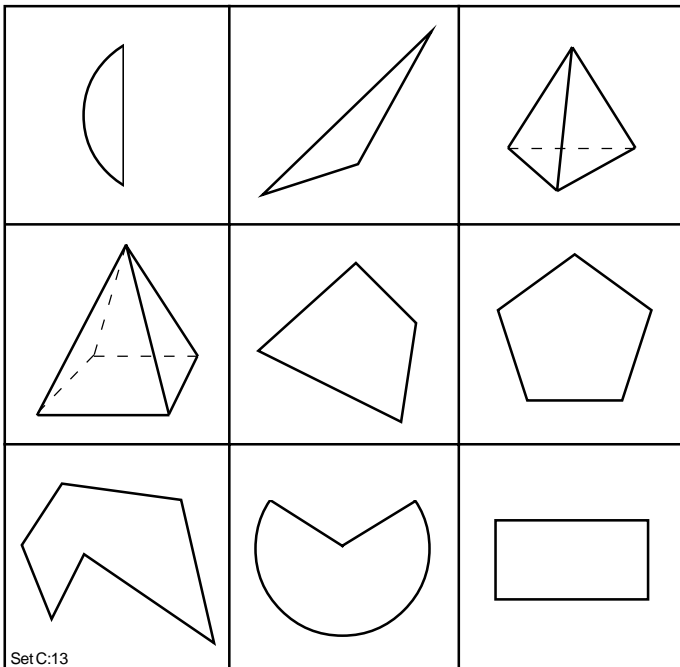
Set C:10



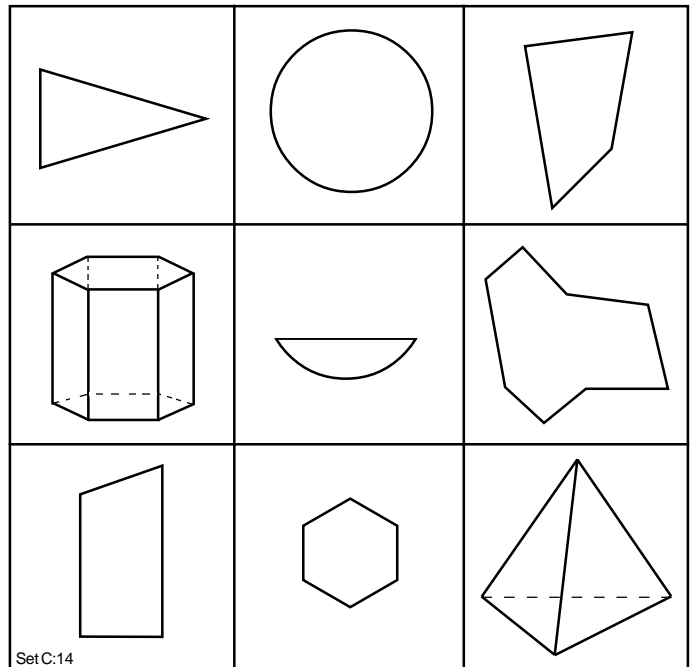
Set C:11



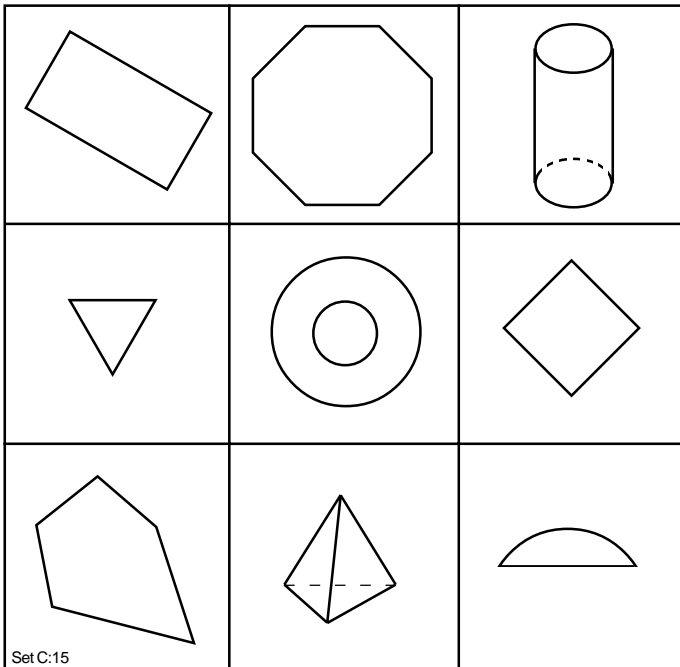
Set C:12



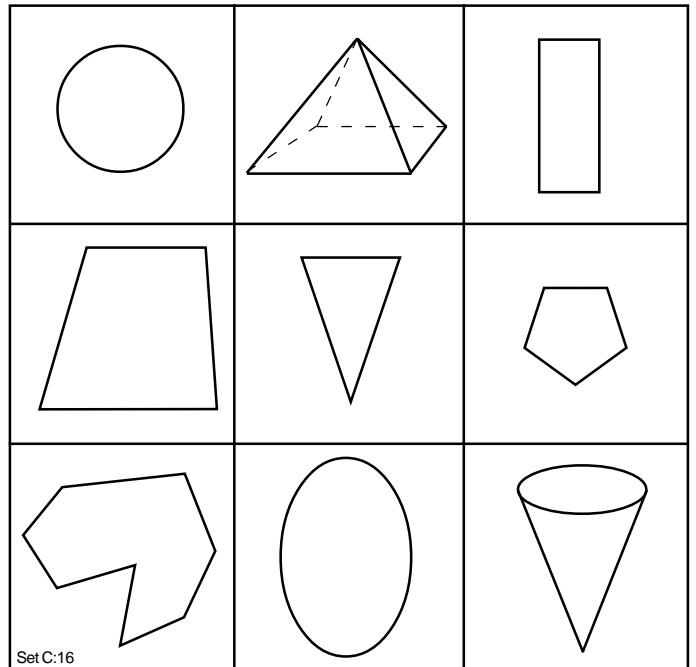
Set C:13



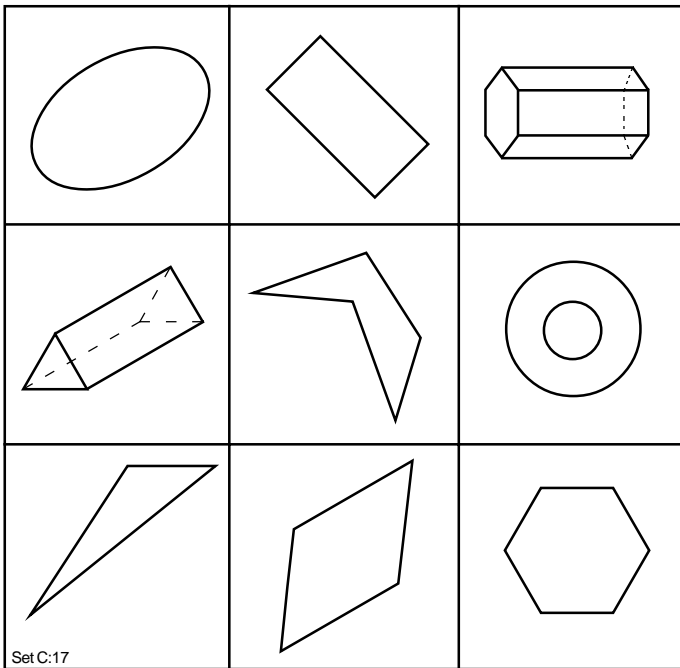
Set C:14



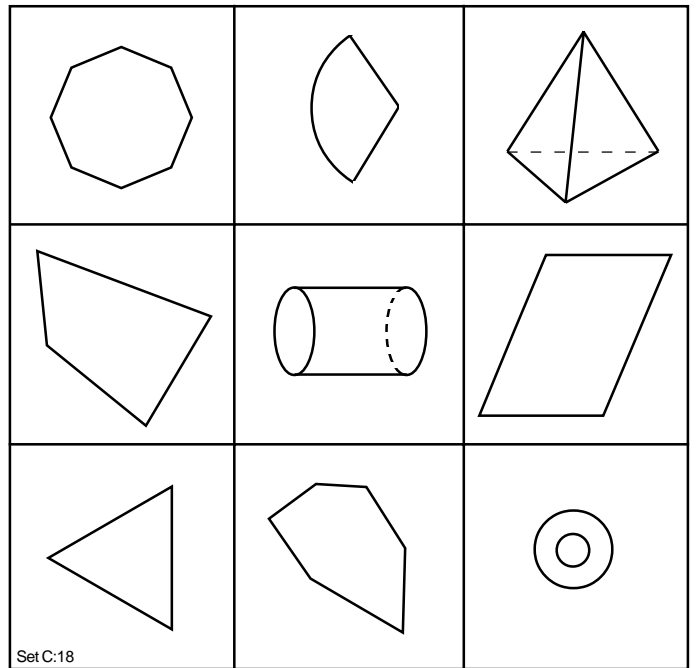
Set C:15



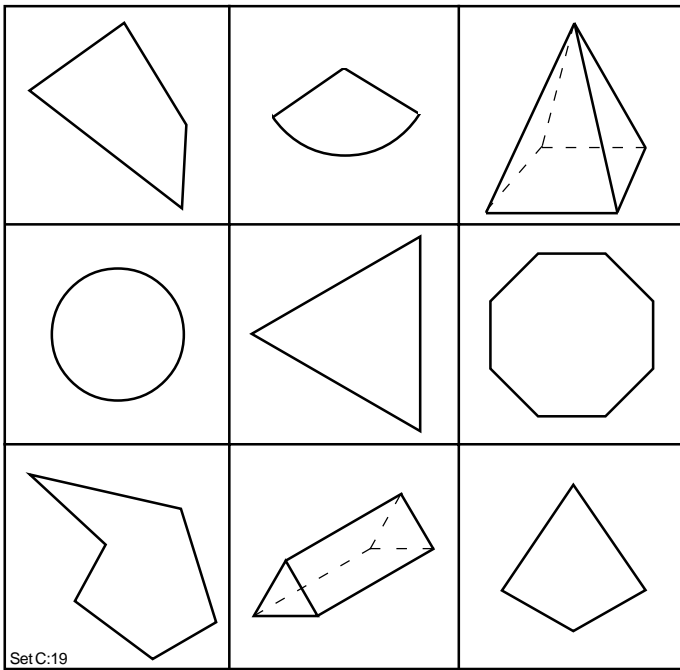
Set C:16



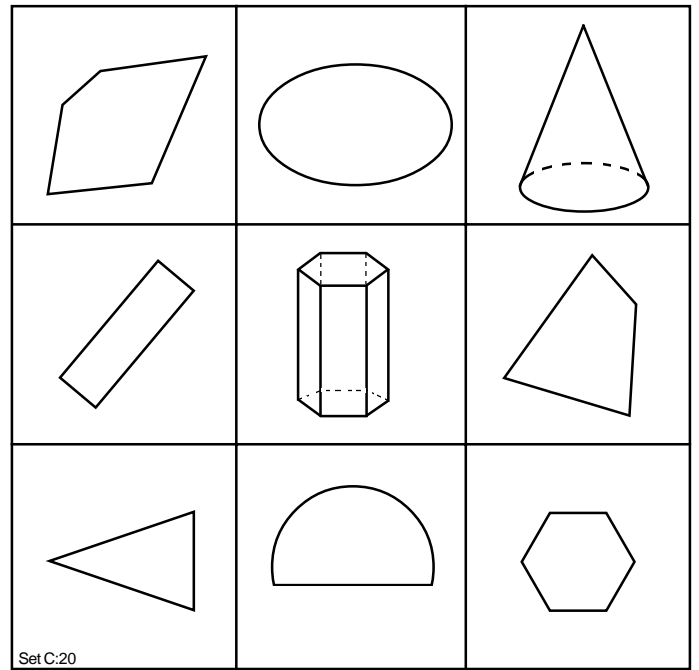
Set C:17



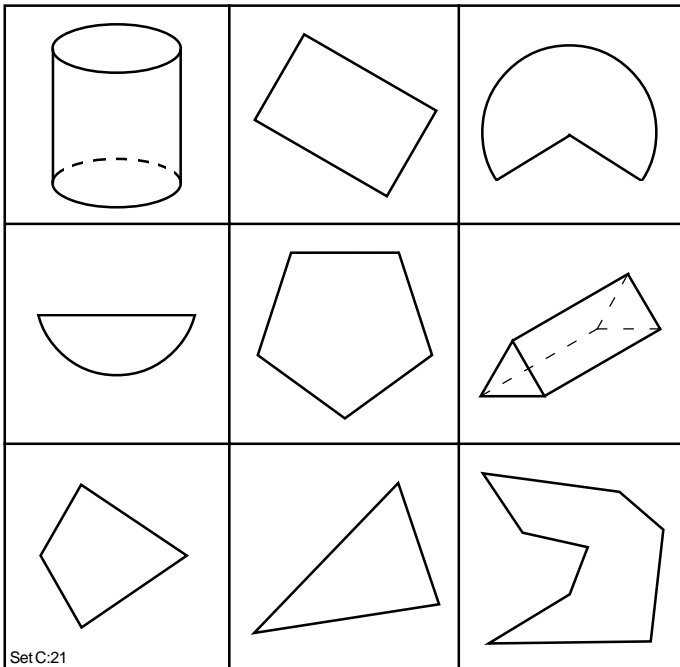
Set C:18



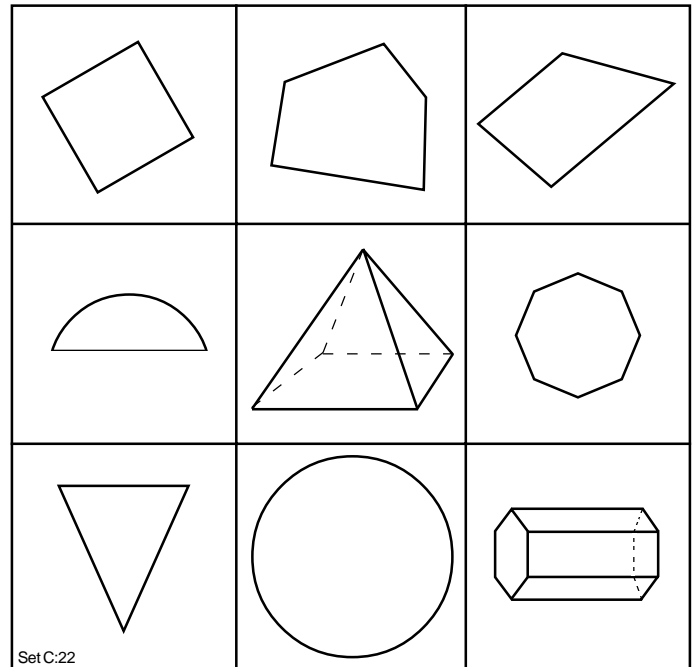
Set C:19



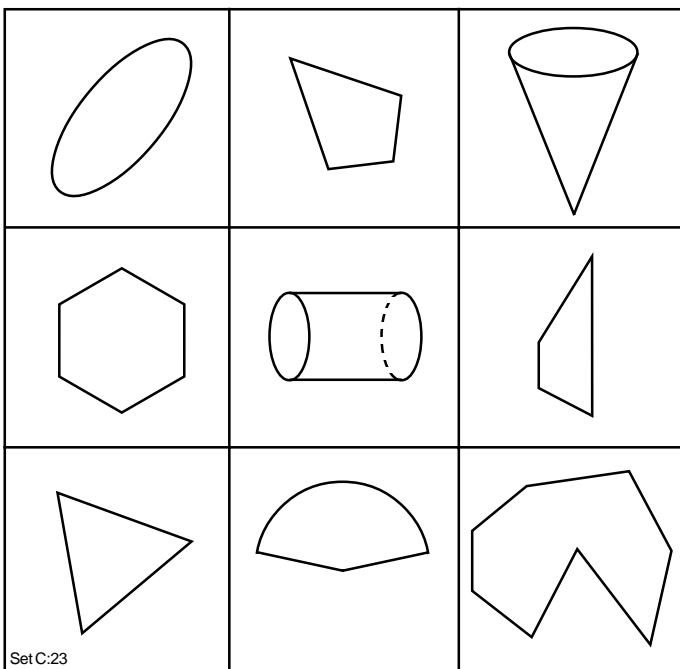
Set C:20



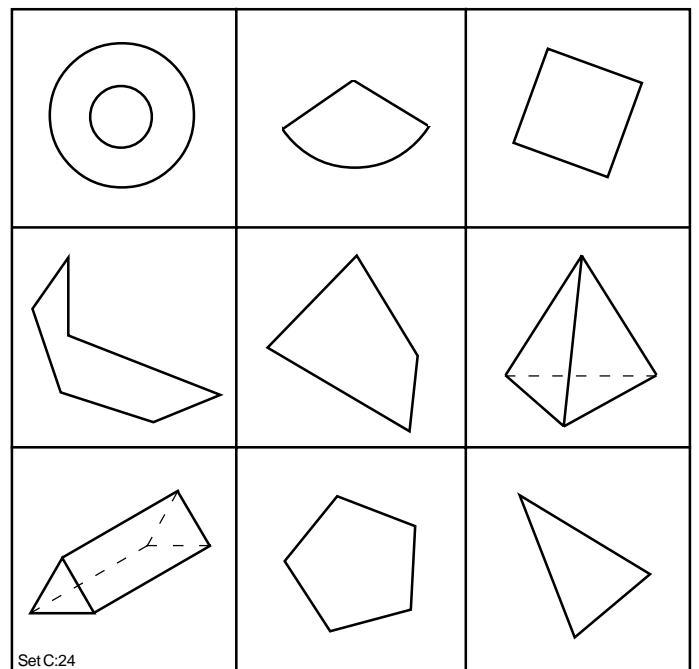
Set C:21



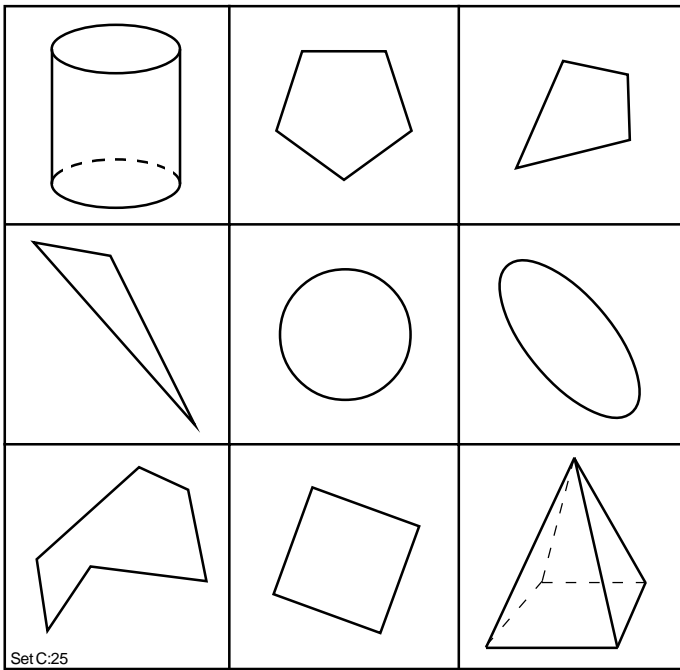
Set C:22



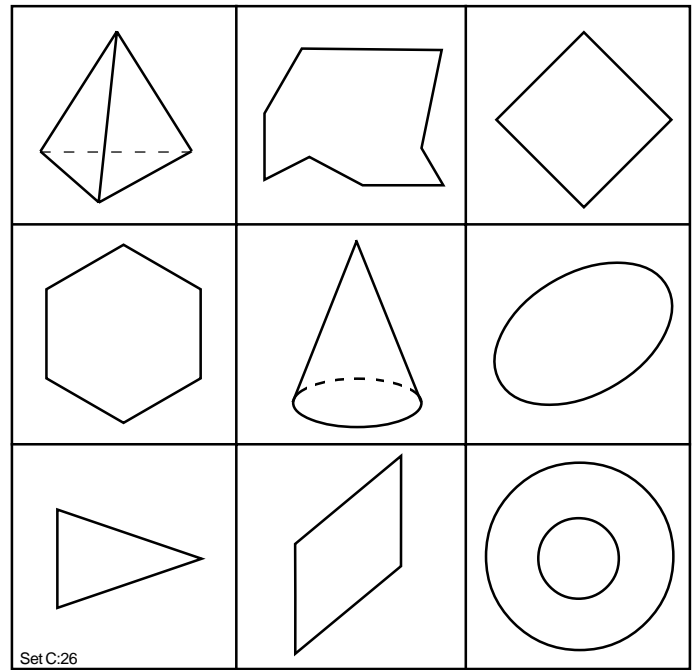
Set C:23



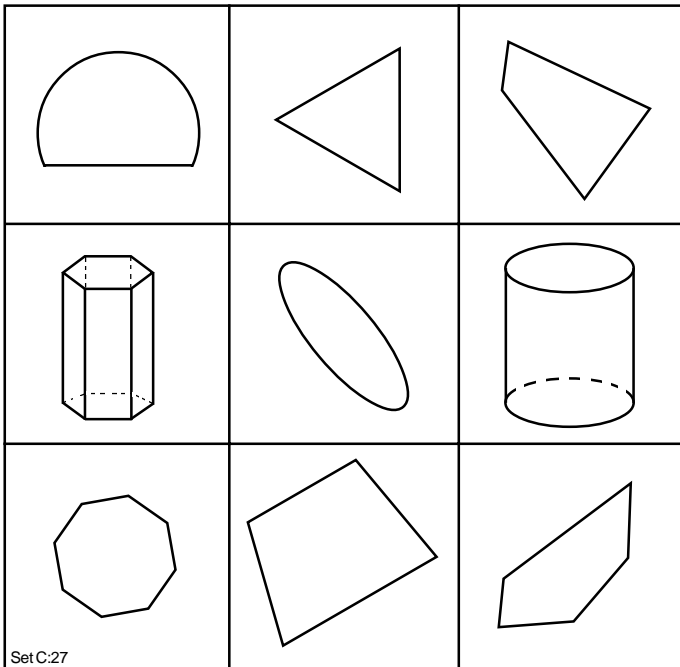
Set C:24



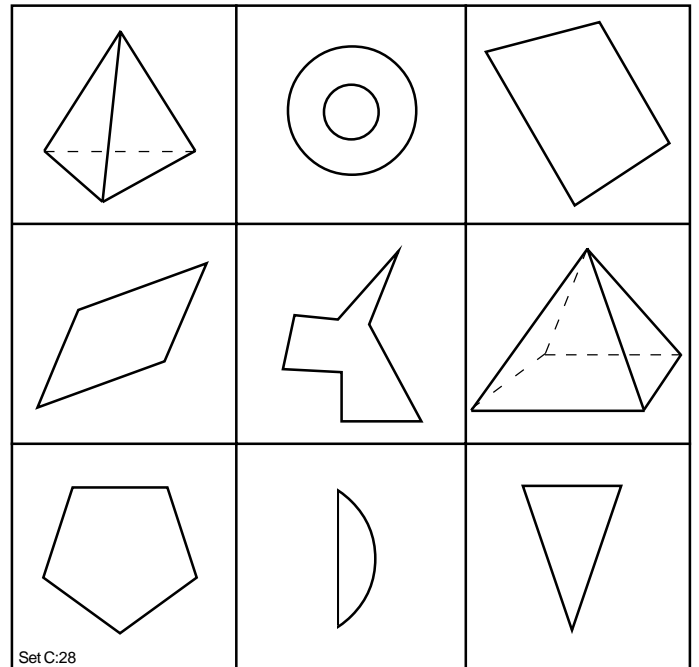
Set C:25



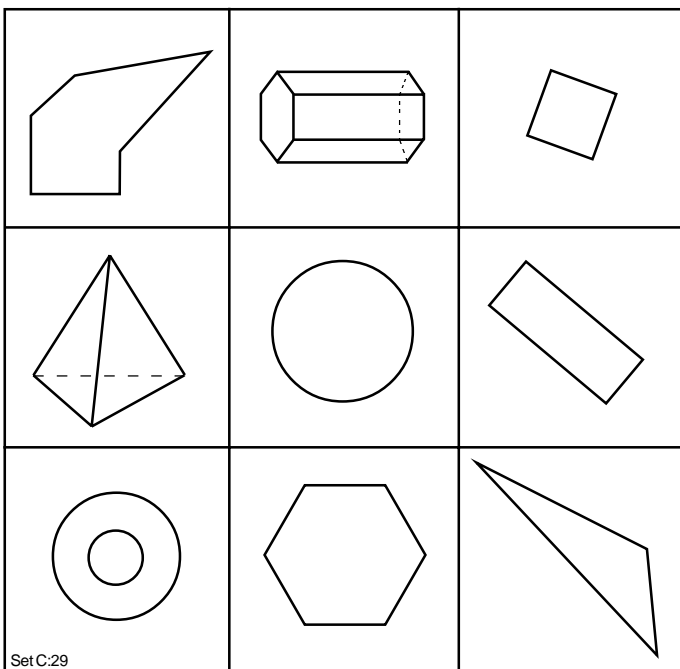
Set C:26



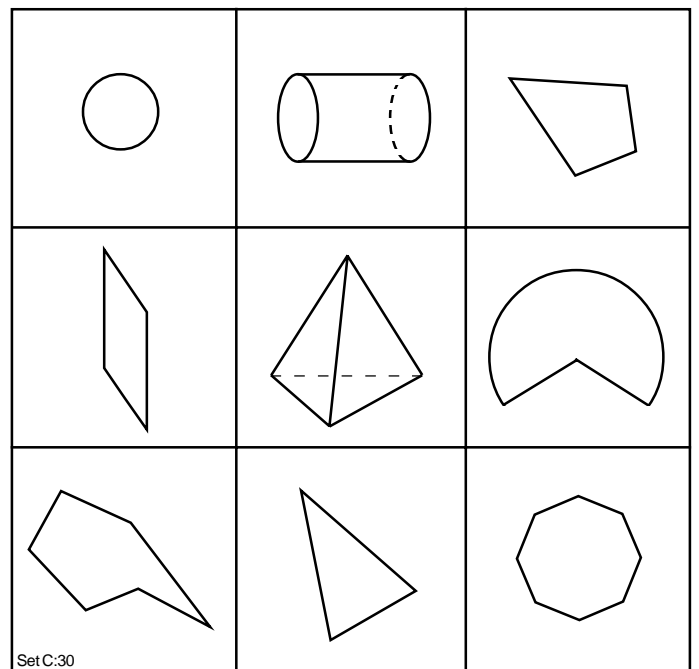
Set C:27



Set C:28



Set C:29



Set C:30




































Players Recording Sheet for Set C

Red Circle														
Red Oblong														
Red Square														
Red Triangle														
Yellow Circle														
Yellow Oblong														
Yellow Square														
Yellow Triangle														
Blue Circle														
Blue Oblong														
Blue Square														
Blue Triangle														
Green Circle														
Green Oblong														
Green Square														
Green Triangle														



Scalene Triangle																			
Isosceles Triangle																			
Equilateral Triangle																			
Irreg. Quadrilateral																			
Trapezium																			
Parallelogram																			
Kite																			
Oblong																			
Square																			
Reg. Pentagon																			
Irreg. Pentagon																			
Reg. Hexagon																			
Irreg. Hexagon																			
Reg. Octagon																			
Irreg. Octagon																			
Circle																			
Ellipse																			
Annulus																			
Sector																			
Segment																			
Tetrahedron																			
Pyramid																			
Cone																			
Triangular Prism																			
Hexagonal Prism																			
Cylinder																			