

# BINGO!

(Preschool, Year 1 & Year 2)



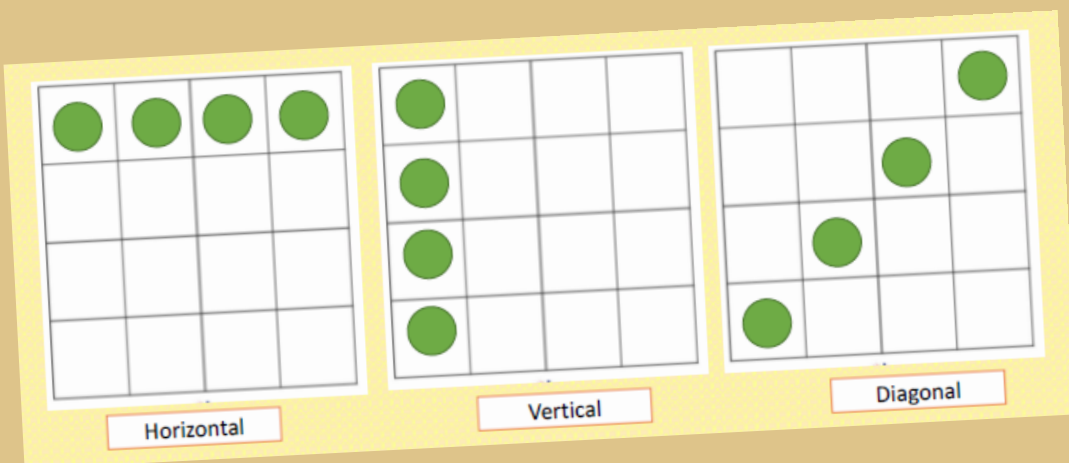
1. Each player will receive their own **4x4 scorecard** with the options ready. Everybody gets the same options, but in a different order.
2. The host will spin the spinner to determine each player's turn. For every player's turn, they have to **call out a number from 1 to 16**. Once the number is chosen, the host will read out the question of that number.
3. As the **host calls out the answer, players need to mark it off with a cross (X)**.
4. As the game progresses, the host will ask if anyone gets a bingo.

# BINGO!

(Preschool, Year 1 & Year 2)



5. The **winner** is the first person who gets the first 2 rows either **horizontal**, **vertical** or **diagonal** and shout **BINGO!**



6. The host continues the game to find the second and third place winners.