BINGO!

(Secondary)

1. Each player will receive an empty **5x5 scorecard**.

2. Players will have to **choose 25 out of 30 options** and put one in each square. **The players only need to write codes (X**) that represent the options.** Players need to use TEXT/DRAW to write and cross out the options. Use ERASER, REFRESH, or UNDO to edit the lines.

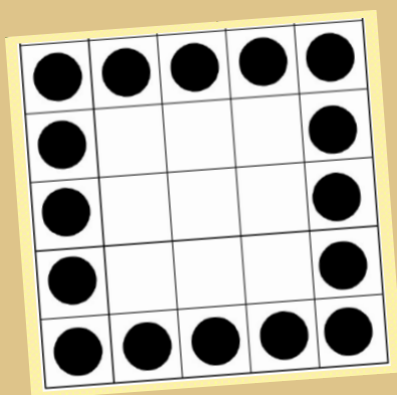3. The **options cannot be repeated**. Each option represents the answer to a question.

X1 Eleven	X2 Four	X3 Cheetah	X4 Back	X5 Woody
X6 Serbia	X7 Monkey	X8 Five	X9 Ali	X10 Camel
X11 Canberra	X12 Banana	X13 26	X14 Dubai	X15 Bear
X16 England	X17 Quick	X18 Abu Bakr	X19 Two	X20 Tennis
X21 Green	X22 Nile	X23 Brazil	X24 Pyramids	X25 Ice
X26 Six	X27 Black	X28 114	X29 Red	X30 Athens

BINGO!

(Secondary)

4. 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 30. Once the number is chosen, the host will read out the question of that number. As the host calls out the answer, players who have that option on their cards **mark** it off **with a cross (X)** using draw option in whiteboard chat.

5. As the game progresses, the host will ask if anyone gets a bingo.

6. The **winner** is the first person to mark off the options in the **shape of a square (top, left, right and bottom)** and shout BINGO!.

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