

# Thinking BINGO

A game of skill



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THINK   
SQUARED   
Intentional Fun



Traditionally, BINGO has been a game based entirely on luck...

Not anymore!

The following versions of Bingo invite deep thought and strategic planning as students carefully select from a range of applicable statements.

Providing choice encourages players to investigate a number of options and consider the likelihood of each.

Thinking Bingo is designed to help players understand and work with mathematical vocabulary and notation in a range of content areas:

Number | Fractions | Shape | Algebraic expressions | Statistics

Want more activities like this? If you're an innovative Year 7 or 8 teacher looking to engage and extend your learners you have to check out our [reimagined maths textbook](#). Packed with hundreds of rich tasks, puzzles and low-floor high-ceiling activities; you've never seen a textbook like it.

## Thinking BINGO

**Game duration: 10-20 mins**

### Equipment

- 2 or 3 six-sided dice depending on which version you are playing.
- One BINGO card for each player/team of two.

### How to play

The teacher rolls the dice and each round teams can cross off ONE statement of their choice, which is applicable to that dice roll.

**Short version** - Players win if they are the first to connect 4 in a row.

**Medium version** - Players win by creating two paths of 4 in a row.

**Long version** - The player with the most squares crossed out after 16 rounds is the winner.

# Thinking BINGO - Number

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For this version, roll two six-sided dice. The order of the two numbers rolled is not important. Record the results of each round as well the square you marked off on your BINGO grid.

Sum is a square number	Difference $\geq 4$	Sum is a prime number	Sum $< 6$
Sum is a multiple of 5	Product $< 10$	Highest dice rolled is no more than 3	Sum is even
Product is even	Sum = 7	Difference = 2	Product $> 15$
No dice is less than 3	Difference is odd	Sum $\geq 10$	Product = 12

	Dice 1	Dice 2	BINGO selection A-P
Round 1			
Round 2			
Round 3			
Round 4			
Round 5			
Round 6			
Round 7			
Round 8			

	Dice 1	Dice 2	BINGO selection A-P
Round 9			
Round 10			
Round 11			
Round 12			
Round 13			
Round 14			
Round 15			
Round 16			

# Thinking BINGO - Statistics

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Each round roll **three** six-sided dice. Use the table below to record the rolls each round (preferably in ascending order) as well the square you marked off on your BINGO grid.

MODE =6	MEDIAN =1	MEAN =2	RANGE =5
RANGE =3	MEAN =4	MODE =1	MEDIAN =6
MEAN =5	RANGE =4	MEDIAN =3	MODE =2
MEDIAN =4	MODE =5	RANGE =1	MEAN =3

	Dice 1	Dice 2	Dice 3	BINGO selection A-P
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Round 6				
Round 7				
Round 8				

	Dice 1	Dice 2	Dice 3	BINGO selection A-P
Round 9				
Round 10				
Round 11				
Round 12				
Round 13				
Round 14				
Round 15				
Round 16				