Card 1

ANIMALS AND BIRDS

B



N

G



















































Card 2

ANIMALS AND BIRDS

B



N

G











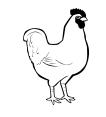


















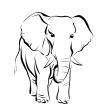






















Card 3

Card 4

ANIMALS AND BIRDS

B



N

G



















































Card 5

Card 6

ANIMALS AND BIRDS

B



N

G



































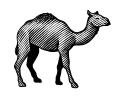
















Card 7

Card 8

Card 9

Card 10

Clue Cards

Consider cutting up one of the Bingo cards so that you have 24 pictures. Then, you can put them into a jar or bag; this will ensure you choose the words randomly – plus, it gives the game a bit of added excitement. Give definitions of the words rather than simply reading aloud the words. Consider also having a student (or students) choosing pictures at random and then giving definitions for his/her classmates.



turtle	dog	camel	zebra	cat
sheep	owl	tiger	chicken	pig
fox	cow	入	bear	rabbit
frog	Snake	monkey	lizard	horse
bat	elephant	penguin	giraffe	mouse

PICTURE BINGO

Aims Vocabulary review and listening practice

Level Elementary

ACTIVITY NOTES

Bingo is an old classic, a tried and tested game in the ESL classroom which combines **vocabulary review** with listening practice. Try the steps below for "Picture Bingo" a fun, rewarding activity your students will love.

- (1) Give each student one Bingo card*. For a class size of ten or fewer students, each student will get a different card (numbered between 1 and 10) and there will be only one winner. For more than ten students, there will possibly be two winners in the class (two sets of cards between 1 and 10).
- (2) Instead of simply calling aloud the words, give definitions of each of the words**. For example, "It's small, green, has four legs and swims in water." [Answer: turtle] As the students listen, they can circle the correct pictures (for more advanced groups, they can try to write the words next to the pictures).
- (3) You can set whatever winning criteria you like: the first person to get one line across is the winner; the first person to get two lines; the first person to get one vertical line and one horizontal line; etc. Make sure the 'winner' can tell you the English names of the animals in the line. (However, since all the cards contain the same 24 pictures, do not attempt to have your students be the first to fill the entire card!) Consider some kind of small reward for the winner(s).

*Suggestion for making copies:

Printing ink is more expensive than photocopier ink, so consider printing off the set of ten cards and keeping them as a "master" set that you can then use to make copies from in the future.

**Suggestion for calling out definition clues:

Cut up one of the Bingo cue cards so that you have 24 pictures. Then put them into a jar or bag; this will ensure you choose the words randomly – plus, it gives the game a bit of added excitement. Consider also having a student (or students) choosing pictures at random and then giving definitions for his/her classmates.