

Gingerbread Man BINGO anyone?

Kids LOVE BINGO! And this teacher-created BINGO game promotes students' recall of characters, events, and sequencing from the story. Margaret Oliver's students had so much fun reading and re-reading about the Gingerbread Man's adventures through the school, that she created a class Bingo game. She encouraged me to pass it along to any other teachers who were interested in using it.



(Hint: You may want to print out several of these first, then cut and paste the images in different locations on the card, so that everyone does not get BINGO at the same time when the class plays. Make 5 different card samples that have images in different locations, then copy the 5 sample cards to get as many cards as you need for a class or a small group game. It is also fun to occasionally use small candies as markers, and then let the students eat their "markers" after the game.)