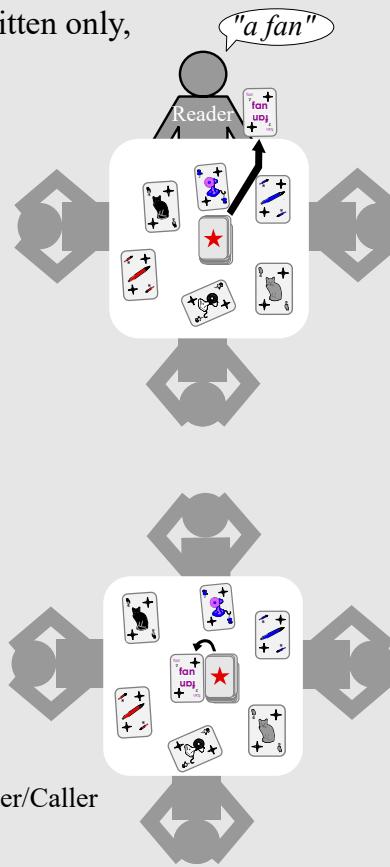
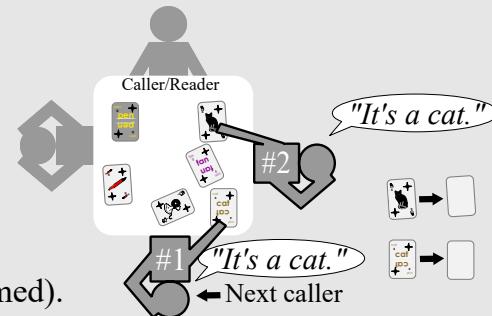


3. If using half of the cards, picture only, or written only, then the unused set can form a draw pile and be used to choose the next card, which provides reading practice (if calling using the written form).



If the card is placed where all can see/read, then there is no need for a caller/reader, merely one player to turn card over and can then participate as well. (this is ideal with few players when all have similar reading skill)

No Reader/Caller



4. As there are two picture and two written form cards for each item, one called item could have up to four potential "winners" and up to 4 cards to turn over. In this case, the first player to touch the called card may call next (if multiple cards are slammed).

Alternatively, only the first slammed card could be turned over, which would extend the length of the game.



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## Bingo - Ages 5+ 2-6 players (up to 9 people- 3 teams of 3)

1. Separate all cards into 2 groups, picture cards and written-word cards = 26 cards + 1 old maid card in each group. Choose 1 group to play with.

2. Each player or team chooses 9 cards and makes a 3x3 grid in front of each player or team.

3. Shuffle the unused opposite group of cards, and place face down in the center of the table. This is the draw pile.

4. 1 player takes a card and says the card (if a picture card) or reads the card (if a written-word card).

If that card is in the 3x3 grid of any player, they may say the item and turn it over (face down).

5. The next player to the left (clockwise) takes the next card and so on.... until a player gets a "BINGO!"- which is 3 turned-over cards in a row,

horizontally



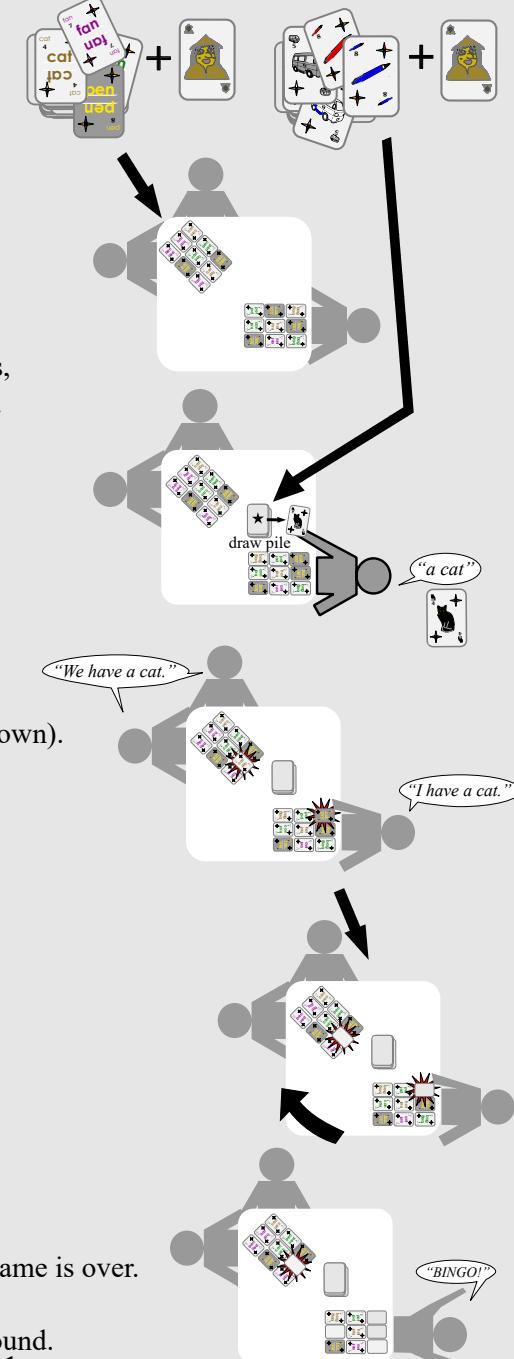
vertically



or diagonally



6. When any player gets a BINGO, then the game is over. Cards can be shuffled and/or exchanged and all cards turned face up to play another round.



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