

## INTRODUCTION

*PCI's Photo Bingo–Kitchen Items* covers 40 items found in kitchens. This fun bingo game is an effective reinforcement for *PCI's Photo Library–Kitchen Items* (sold separately) or functions as a stand-alone teaching tool. Unlike a traditional bingo game where a bingo caller identifies items on the calling cards, this game assigns that responsibility to the students.

### USING THE PROGRESS CHART

Photocopy the Progress Chart, and use the bingo calling cards to test each student on each of the items. Show the student picture #1, and ask, "What is this item?" If the student identifies the item correctly, make a " $\checkmark$ " in the appropriate box. If the student does not identify the item correctly, mark an "X" in the box. Count the number of correct answers, and write the score at the top of the chart next to Pretest (e.g., <u>25</u> of 40). These methods apply for subsequent testing.

### BEFORE PLAYING FOR THE FIRST TIME

- · Give each player a copy of the word list on the next page to take home and practice learning the words.
- · Punch out the 180 cardstock bingo chips and place them into the center of the playing area.

### PLAYING THE GAME

- Each player selects one of the bingo boards and counts out nine bingo chips.
- The bingo caller shows the Bingo Winner's Chart and states which bingo game is going to be played.
- The bingo caller places the bingo matching mat and the shuffled bingo calling cards face down on a hard surface.
- The bingo caller draws the first bingo calling card, shows the picture of the item to the players without saying its name, and asks if anyone has the item on his or her bingo board.
- Each player looks at his or her bingo board to determine if the matching item is pictured.
- If the item is on a player's bingo board, he or she raises one hand and waits to be called upon. Each player who has the item must say the item's name and state one new fact about it. For example, if the "refrigerator" card is shown, two players may raise their hands. The first player says "refrigerator" and states one fact, for example, "A refrigerator keeps food cold." The second player pronounces it again and gives a different fact, for example, "A refrigerator has a special place for eggs." Each player then places a bingo chip on the corresponding square on his or her bingo board.
- After all of the players who have "refrigerator" on their bingo boards finish their turns, the bingo caller places the bingo calling card on the corresponding space on the bingo matching mat.
- The bingo caller draws a new bingo calling card, and the game continues until one player has a "Bingo."



### PLAYER SAFETY

The bingo chips in this game are not for use by children under 3 years of age or persons of any age who have a history of placing inedible objects in their mouths. The bingo chips may present a CHOKING HAZARD.



# KITCHEN ITEMS WORD LIST













