

ANIMALS (PICTURE BINGO)



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Subject:	English Foreign language	Pupil count:	does not matter
Time needed:	10 minutes	Accessories:	tablets/PC/smart phones, www.TOGlic.com - activity Word Bingo
Pupil age:	pre-school 5-7 years 8-11 years		

TARGET

An interactive on-line bingo game on practising and reinforcing animals vocabulary, instant feedback for the teacher

PREPARATION

Go to www.TOGlic.com and log in. Choose the option *Activities - Working with words - **Word bingo*** from the Start screen.

Choose the matrix size - 3 × 3 fields or 4 × 4 fields.

Prepare a set of names and pictures of animals (or whatever you want to practise). 18 pairs are required for the 3 × 3 matrix and 32 pairs for the 4 × 4 matrix. When preparing for the activity, the pairs must be set in a way they truly match together. Don't forget to save your set.

Or you can use prepared set. There are two prepared sets (one contents 18 animals (3x3 matrix) and one contents 32 animals (4x4 matrix)) - you can play repeatedly and practise more words. To use prepared sets just click on the links below (**registration/log in is required, it's free**):

[Animals \(3x3 bingo\)](#)

[Animals \(4x4 bingo\)](#)



By clicking at the *Dispatch activity* button, send sections of the tasks to all student devices. Don't show your screen to students, it's better to dispatch it from your PC, tablet or smartphone.

PROGRESS

Once the activity is dispatched, a randomly selected half of your prepared answers (pictures) matrix is displayed on each student tablet. An overview of "questions" is displayed in a random order on the teacher screen.

Use the *Dispatch a task* button to send to the student devices the first batch of the "questions", i.e. the "A GIRAFFE". Ask the students to find the right picture in the matrix and click at it to mark it. The green highlight means a correct answer has been marked. Where an incorrect picture has been marked, the field will first turn red and then the highlight goes off (as if the answer were never selected).

TIP: The student is allowed to make only one such selection attempt, i.e. it is important to warn them they will be unable to correct it.



Send the tasks one by one. You may display the results on your device (a tablet, secondary display) to view instantly if and how each of the students have responded:

-  The student has not responded as yet
-  has selected the correct answer
-  has selected an incorrect answer
-  had not the answer available in her/his matrix



The Bingo winner is the student who is the first to highlight all the three (or four, in a 4×4 matrix) pictures in the same (horizontal, vertical or diagonal) line and calls out BINGO! As the teacher, you are able to check such information instantly against your displayed results.

Set a rule before starting the game how the winner will be determined if multiple students get Bingo within the same draw.

- First one to call out?
- First one to highlight the three numbers? (this information is recorded by the application and you can see it in the table)
- All of them?

OPTIONS

TIP #1: You can change all the prepared sets - i.e. swich some names and pictures. Save the changed set to "My lesson" ([more info about my lessons](#))

TIP #2: Prepared sets can be quite easy for your students. You can prepare another version: insert English names of animals instead of the pictures.

TIP #3: You may also run other options:

- Game goes on until all students get Bingo
- Winner is the student who is the first one to achieve a completely green matrix