

Some suggestions on how to use the BINGO game

This game can not only be used as a board game by adults or by children at school or as an extracurricular activity (see game instructions), but it can also be played in an intercultural and transcultural context and for various language activities with different levels of difficulty.

At school the game activities can be offered either in the second language or in the foreign language. Children whose language is not amongst the ones offered by the game can still participate and enjoy the game as their first language can be added to the lists of words on the flash cards.

The game can be used **as a family game** with the aim of developing children's reading and writing skills in their first language.

It can also be an incentive for adults to get to know new words in German, Italian or Latin, as well as in the other languages.

The following examples are intended to provide you with some ideas on how to use the BINGO game and do not claim to be exhaustive:

1. Word search	<ul style="list-style-type: none">• Lay the flash cards on the table face up. Call a word and ask the players to find the corresponding picture card.• Ask the players to group the word cards according to theme categories such as town, countryside, mountains, woodland, lake, farming, leisure, games, food, traditions. Within each category, cards could also be grouped by verbs or nouns.• Cards could be grouped phonologically: for instance, you could ask the players to select and write down all words beginning with the "sh"-sound (German "sch").• Find the words amongst the flash cards that sound similar in different languages, regardless of their meaning. This could encourage players to learn new words in different languages.• Word and letter game: Play this game in pairs or in small groups and look for all cards whose word begins with the letter "A" or the letter "B" etc.• Storytelling games: Players choose a card and tell a short story (about everyday life, about school, leisure time or a specific event).• Choose two or three cards at random and invent a story together containing the words on those cards. For older children, the level of difficulty can be increased by writing the story down.
2. Question and answer activities	Players choose a card randomly and ask their partner or the group questions related to the picture such as: Who can ski? Who likes ice skating? What costume did you wear at Carnival?
3. Guessing activities - I spy with my little eye...	Two to five children sit around a deck of cards with the cards face up. One child chooses a picture and announces to the other players "I spy with my little eye, ..." giving various descriptive clues such as "... something red; something small and sweet; something you can eat". The other children start guessing the picture and the player who guesses the word, has the next turn.

4. Memory activity – I packed my suitcase ...

Separate those pictures that show objects that can be packed in a suitcase from the 102 flash cards available. Then add another four or five picture cards which show objects which cannot be packed in any suitcase. The cards are shown to the players and then spread out on the table face down. The players sit in a circle; the first player starts off the game by saying “I packed my suitcase and I packed ...” naming one of the objects seen before amongst the picture cards and flipping one up so that everybody sees it. If the card matches the object they have named, the player keeps the card by putting it aside face down and continues their turn. If the card does not match the word, it is turned over again and the player’s turn ends. The next player takes over but cannot look for the same object used immediately before. Should a player flip over one of the cards showing an object which cannot be packed in a suitcase, the player has to remember and name all the objects on the cards which have been won up to this point, without looking at them. Those cards named correctly can be kept, all the others must be replaced face down on the table. The cards showing objects which cannot be packed are no longer being used in the game unless the player who flipped this card over still has an empty suitcase; in this case they are put back face down on the table. The game ends as soon as there are no more objects to be put in suitcases. The player with most picture cards wins.



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