

Verbo bingo



Materials

The game contains 66 picture cards, each illustrating a specifically chosen action. The name of the action is printed on the back of the card. There are also 36 bingo cards with six pictures on one side and the corresponding verbs on the other side.

Verb Bingo can be used to organize fun games to practise memorization skills and can be played with friends at home or during English lessons at school.

Bingo in the classroom

Before starting the activity the teacher can test the language level of the class by spreading out the cards on a table, divided by subjects (eg. work, school, home, sport, free time), according to the age and interests of the class.

The teacher asks the students to divide the cards into further groups. For example, the group of actions usually done in the house can be divided into actions in the kitchen, in the living room, in the garage, etc.

The teacher can then ask:

Which group is the biggest?

Which verbs do you know?

What do you do when you wake up? (wake up, get dressed, eat, drink, etc.)

What do you do when you are at school, at home, etc? (eg. read, write, play, sing)

What do you do in your free time?

Students can answer directly, if they know the verb, or they can point to the picture.

How to play

Here are some ideas for teaching activities. Adapt them to suit the level and mood of your class.

The game is based on the traditional game of bingo.

The teacher can choose to play in four different ways:

1. Picture-Picture Match

Give out the bingo cards and put them picture side up in front of each student. Now pick up a card from the deck, say it out loud, then show the picture to the class. The students with that picture on their bingo card can cover it up.

2. Action-Action Match

Put a bingo card word side up in front of each student. Now pick up a card, say it out loud then show the word to the class. The students with that word on their bingo card can cover it up.

3. Picture-Action Match

Put a bingo card picture side up in front of each student. Now pick up a card, say it out loud then show the word to the class. The students with that picture on their bingo card can cover it up.

4. Action-Picture Match

Put a bingo card word side up in front of each student. Now pick up a card, say it out loud and show the picture to the class. The students with that word on their bingo card can cover it up.

More games...

Give me the card

Each player picks up a card, picture side up. Without reading the word on the back of the card, he has to pronounce the verb out loud. Then he can turn the card over, and if he guessed right he can keep the card, otherwise he puts it back on the pile and the next player continues.

Whoever collects the most cards wins the game.



Variation:

Once the player pronounces the verb, without turning the card over the other players have to confirm if the pronunciation is correct or incorrect.

The game can be played with the cards image side up or word side up.

According to the level of the class, the teacher can also ask the player who answers correctly to form a sentence containing the verb.

Groups

Once the cards are divided into groups (eg. home, sports, etc.) the teacher distributes the cards to the players. Without showing the others, each player tries to obtain the cards he needs to form groups. To do that he has to ask the other players if they have that particular card. If they do, they have to give him the card.

It's important to decide the possible groups beforehand.

Possible groups:

Sport (run, jump, ride a bike, ski, swim, fly, rollerblade, win)

School (wake up, sit down, surf the Internet, count, understand, cut, glue, write)

Home (watch TV, feed, get dressed, get undressed, phone, play video games, sleep, wash)

Free time (take a photo, read, sing, listen to music, play an instrument, walk, dance, paint)

Mystery Action

The class is divided into two groups. Each team picks a card and hides it from the other team. They have to guess what card the other group has, asking a maximum of ten questions. The answers to the questions can only be YES or NO.

Eg: *Is it an outdoor action? Is it a sport? Is it an action done at the table?*

Variation 1:

Guess what I'm looking at? The teacher or a player picks up a card and mimes the action. Whoever guesses the action, can pick up another card and mime the new action.

Variation 2:

Divide the players into two teams and choose an action. To discover the verb players can only ask questions using WH question words. Eg:

When is it done? (Anytime)

Where is it done? (Outdoors or at home)

What do you use to do it? (Feet)

Why is it done? (To move from one place to another)

Answer: To walk

Storytelling

A player picks up a card and starts telling a story containing that action. The next player picks up another card and uses that card to keep telling the story, and so on. The result is very funny. It isn't important to have a logical sequence in the story. The aim is that the players use the verbs appropriately in the story.

Variation:

The story can be written. The players pass a sheet of paper to each other, on which they all have to add a part of the story.

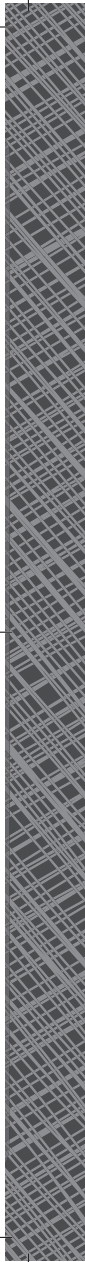
Funny stories

Show a bingo card to the players and tell them to form a short and funny sentence containing all six actions. To make the game more complicated, you can make groups and ask them to use the verbs and make the sentences rhyme.

Miming a story

Put the students in a circle and start telling a story with actions illustrated on the cards. Every time you name an





action, the student has to mime the action with you:
eg. "*Bill is a puppy. Now he's sleeping (mime), a kid wakes him up (mime) and he stands up (mime)*"...

Variation 1:

To make the game more funny, sometimes you can mime different actions from what you are saying. The students will react and correct you.

Variation 2:

Choose two or three key actions. When you use them in the story the students have to react with a movement: eg. *Drink*: lift the hand; *Walk*: clap hands; *Jump*: stand up; etc.

List of verbs

argue

break

buy

call out

clean

close

cook

count

cross the road

cry

cut

dance

dive

dream

drink

drive

eat

fall

feed

fly

get dressed

get undressed

give a present

glue

go downstairs

go in

go out

go upstairs

jump

kiss

laugh

listen to music

look for

lose

open

paint

phone

play an instrument

play video games

post a letter

read

repair

ride a bike

rollerblade

run

shout

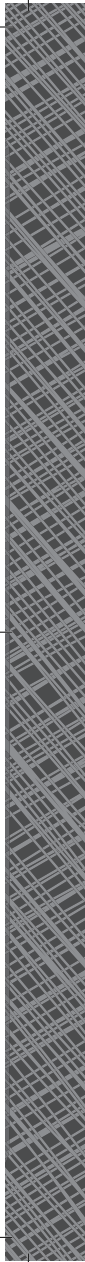
sing

sit down

ski

sleep





stand up
surf the Internet
swim
take a photo
talk
think
understand
wait

wake up
walk
wash
watch TV
wave
win
work
write

Verb Bingo

© 2007 - ELI S.r.l.
P.O. Box 6 - 62019 Recanati (MC) Italy
Tel. +39 071 75 07 01 - Fax + 39 071 97 78 51
info@elionline.com
www.elionline.com

ELI Editorial Dept: Letizia Pigni, Giorgia D'Angelo
Graphic design by: Studio Oplà
Illustrated by: Laura Penone
Printed in Italy - Tecnostampa Recanati 07.83.044.0

ISBN 978-88-536-1175-8