

RED CARD GAME

Level 1 (easiest)

Caller Check Card

CARD 1

the	you	could
not	his	out
all	am	but

CARD 2

to	it	when
were	that	as
look	then	had

CARD 3

and	of	did
get	she	be
is	little	at

CARD 4

he	in	what
them	for	have
her	down	him

CARD 5

a	was	so
like	on	go
there	do	with

CARD 6

I	said	see
one	they	we
some	can	up

BLUE CARD GAME

Level 2

Caller Check Card

CARD 1

this	put	long
blue	big	pretty
around	by	over

CARD 2

my	too	no
red	went	jump
want	their	your

CARD 3

would	got	came
from	are	green
don't	here	its

CARD 4

me	take	ask
good	come	four
how	saw	ride

CARD 5

will	where	very
any	if	away
know	call	into

CARD 6

yes	every	an
about	now	old
right	after	just



This Bingo game is based on the Dolch list of high frequency words. It is intended for use with groups of up to 6 children.

The children will need 9 counters or small squares of card to cover the words on their cards after a particular word has been called by the Caller (not necessarily the teacher).

The Caller will need a die and the Check Card matching the 6 coloured cards in play. A photocopy of the check card is best - because the caller will roll the dice and then call and cross out *any* one word on the card which corresponds to the roll of the die. On the following roll of the die the Caller will once more call out *any* one word on the card which corresponds with the roll. It is possible that this may be the same card from which a word has already been called. In this case, the caller may not call the word already crossed out from the previous roll of the die. Play continues until one child calls 'BINGO!' when the final word on her/his card is called.

Using the Dolch words in isolation, adds to their difficulty. For this reason it would be easier on the children, that when calling a word, it should be put into a simple phrase or sentence, then repeated.

e.g. "of": a bag of sweets - "of"

GREEN CARD GAME

Level 3

Caller Check Card

CARD 1

well	myself	play
work	going	black
seven	write	walk

CARD 2

think	round	who
first	sleep	white
never	always	two

CARD 3

ran	tell	been
try	brown	does
eight	drink	or

CARD 4

let	much	may
new	yellow	ten
cold	once	before

CARD 5

help	keep	stop
must	five	bring
today	soon	eat

CARD 6

make	give	off
start	six	goes
fly	made	again

YELLOW CARD GAME

Level 4 (most difficult)

Caller Check Card

CARD 1

run	upon	use
carry	us	found
which	best	done

CARD 2

gave	these	fast
fall	three	wash
sit	grow	those

CARD 3

open	together	say
small	our	show
both	clean	full

CARD 4



has	thank	light
why	better	own
pull	far	ate

CARD 5



find	please	pick
read	hold	because
cut	live	warm

CARD 6



only	sing	hurt
under	buy	hot
kind	draw	funny

 **CARD 1** 



the	you	could
not	his	out
all	am	but

 **CARD 2** 



to	it	when
were	that	as
look	then	had

 **CARD 1** 



this	put	long
blue	big	pretty
around	by	over

 **CARD 2** 

my	too	no
red	went	jump
want	their	your

 **CARD 3** 

and	of	did
get	she	be
is	little	at

 **CARD 4** 

he	in	what
them	for	have
her	down	him

 **CARD 3** 

would	got	came
from	are	green
don't	here	its

 **CARD 4** 


me	take	ask
good	come	four
how	saw	ride

 **CARD 5** 

a	was	so
like	on	go
there	do	with

 **CARD 6** 

I	said	see
one	they	we
some	can	up

 **CARD 5** 

will	where	very
any	if	away
know	call	into

 **CARD 6** 


yes	every	an
about	now	old
right	after	just

cut out each card carefully

cut out each card carefully

 **CARD 1** 


well	myself	play
work	going	black
seven	write	walk

 **CARD 2** 

think	round	who
first	sleep	white
never	always	two

 **CARD 3** 

ran	tell	been
try	brown	does
eight	drink	or

 **CARD 4** 



let	much	may
new	yellow	ten
cold	once	before

 **CARD 5** 



help	keep	stop
must	five	bring
today	soon	eat

 **CARD 6** 



make	give	off
start	six	goes
fly	made	again

 **CARD 1** 



run	upon	use
carry	us	found
which	best	done

 **CARD 2** 



gave	these	fast
fall	three	wash
sit	grow	those

 **CARD 3** 



open	together	say
small	our	show
both	clean	full

 **CARD 4** 

has	thank	light
why	better	own
pull	far	ate

 **CARD 5** 

find	please	pick
read	hold	because
cut	live	warm

 **CARD 6** 

only	sing	hurt
under	buy	hot
kind	draw	funny

cut out each card carefully

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