Number Bingo: 0 to 10

Listen for the number. Find it and cover it. Three in a row wins!

5	0	1
10	6	9
3	2	7



Wonster WORDS
www.wonsterwords.com/download

Number Bingo: 0 to 10

Listen for the number. Find it and cover it. Three in a row wins!

4	0	5
6	1	8
9	10	3



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www.wonsterwords.com/download

Number Bingo: 0 to 10

Listen for the number. Find it and cover it. Three in a row wins!

0	4	6
2	1	5
7	10	8



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Number Bingo: 0 to 10

Frank covers. Cut them out: one page covers one board. Coins or buttons work too.



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Number Bingo: 0 to 10

The caller's cards. Cut them out and shuffle them. Say the number; do not show the card.

0 zero	1 one	2 two
3 three	4 four	5 five
6 six	7 seven	8 eight
9 nine	10 ten	

How to play

1. **You need** a board for each player, a page of Frank covers for each board, and these cards, all cut out.
2. **Play.** Shuffle the cards. Turn one over and SAY the number, without showing it. Everyone finds that number on their board, says it back, and covers it. Three in a row wins: across, down or corner to corner.
3. **Why you say it and do not show it.** Shown a card, a child can match the shape without knowing the number. Hearing "seven" and finding 7 is the skill: knowing a number on sight.
4. **Not every number is on every board.** If a player does not have it, they wait for the next call. Ten minutes is plenty.

For Grown-Ups: How to Use These Games

About ten minutes a game, for up to three players, with scissors for the covers and cards.

Why use it

Number recognition is naming a written number on sight and finding it among other numbers, and it comes before writing them. The Texas guidelines expect a 4-year-old to recognize 0 to 10. A game builds it better than flashcards, because your child finds the number among others, where a flashcard shows one at a time.

What it is good for

- Pre-K and kindergarten: recognizing 0 to 10.
- Hearing a number and finding the numeral for it.
- Up to three players, one board each.

How to use it

1. Cut out the covers on pages 4 to 6, one page for each board, or use coins or buttons.
2. Cut out the caller cards on page 7 and shuffle them.
3. Turn over a card and say the number aloud, without showing it.
4. Everyone finds that number on their board, says it back, and covers it.
5. Three in a row wins: across, down, or corner to corner. Not every number is on every board.

> **Try saying:** “Seven. Can you find 7 on your board? Say it back, then cover it.”

Tip: Shown a card, a child can match the shape without knowing the number. Hearing seven and finding 7 is the skill.