# Number Bingo: 0 to 20



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

| | | | |
|---|---|---|---|
| 14 | 18 | 11 | 16 |
| 17 | 0 | 10 | 12 |
| 4 | 15 | 6 | 7 |
| 19 | 8 | 13 | 3 |

# Number Bingo: 0 to 20



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

| | | | |
|---|---|---|---|
| 11 | 5 | 17 | 9 |
| 16 | 12 | 7 | 18 |
| 0 | 19 | 2 | 1 |
| 8 | 14 | 6 | 10 |



# Number Bingo: 0 to 20



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

| | | | |
|---|---|---|---|
| 10 | 20 | 18 | 1 |
| 7 | 19 | 3 | 12 |
| 6 | 15 | 11 | 4 |
| 5 | 17 | 16 | 2 |

# Number Bingo: 0 to 20



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



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# Number Bingo: 0 to 20



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

| | | |
|---|---|---|
| 0<br>zero | 1<br>one | 2<br>two |
| 3<br>three | 4<br>four | 5<br>five |
| 6<br>six | 7<br>seven | 8<br>eight |

# Number Bingo: 0 to 20



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

| | | |
|---|---|---|
| **9**<br>nine | **10**<br>ten | **11**<br>eleven |
| **12**<br>twelve | **13**<br>thirteen | **14**<br>fourteen |
| **15**<br>fifteen | **16**<br>sixteen | **17**<br>seventeen |
| **18**<br>eighteen | **19**<br>nineteen | **20**<br>twenty |

## 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. Four 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, once 0 to 10 are easy to find.

## Why use it

Number recognition is naming a written number on sight and finding it among other numbers. Kindergarten standards ask children to read and write the numbers from 0 to 20. A game builds recognition better than flashcards, because your child finds the number among others, where a flashcard shows one at a time.

## What it is good for

- Kindergarten: recognizing 0 to 20, the teen numbers included.
- 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 pages 7 and 8 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. Four in a row wins: across, down, or corner to corner. Not every number is on every board.

> **Try saying:** “Fourteen. Is it a 1 and a 4, or a 4 and a 1? Find it and cover it.”

**Tip:** Shown a card, a child can match the shape without knowing the number. Hearing fourteen and finding 14 is the skill.