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**INSTRUCTIONS**

If Teacher: Print and distribute the Student BINGO cards to each student. Print the Speaker/Teacher cards and cut into pieces.

If Speaker: Distribute the BINGO sheets that are in the Speaker's Toolbox to each student. The laminated Speaker cards are in the same envelope as the BINGO cards. Note: the BINGO cards do not need to be returned to CSBR but please return the laminated Speaker Cards.

Each student should be given a BINGO card. The speaker or teacher selects cards randomly from a bowl and reads off the word to the class. Students mark off the word that is called on their BINGO card. A BINGO is achieved when five words in a row are marked off (either across or up/down). When a student receives a BINGO, they should yell BINGO! to alert the speaker/teacher. The speaker/teacher should confirm that all the words in the BINGO were indeed called.

During the course of the game, the speaker/teacher should engage the class in conversation about the words that are called. For example, what is biomedical research? What is a bacteria? What is a virus? What are some of the differences between a bacteria and a virus?

WILD CARDS are interspersed throughout each BINGO Card. The students must earn these WILD CARDS by writing in a question that the speaker/teacher asks the class. The questions are listed on WILD CARDS in the speaker/teacher cards. An example of the WILD CARD questions is "Name a disease." If a student receives a BINGO using a WILD CARD, the WILD CARD answer must be correct before the student wins the game.