

FUN NIGHT IDEAS

Your Number is Up

Basic Overview:

Your Number is Up Night is a fun night filled with a whole bunch of different ways to play the game of BINGO. You will compete all throughout the night in a boys vs. girls competition to see which team can get the most wins on their BINGO cards. There are five different types of BINGO games in this night: *Pick Me BINGO* (opening time), *By the Book BINGO* (book time), *It's a Match BINGO* (game time), *Find the Row BINGO* (game time), *Better Pick Right BINGO* (game time) and *Right Place BINGO* (game time). You can do this night at any point throughout the year. It is also an ideal event for the end of the year (i.e. the week before your awards ceremony). At the end of the night, you can total up the points and see which class/team did the best job overall and award all of them with an ice cream party or special treat or prize.

Additional Ideas:

None.

Reminder Flyer:

See the flyer and additional instructions on the following pages.

Remember, next week is ...



Come ready to play a whole bunch of different kinds of BINGO games this coming week! There are several versions for opening time, book time and game time that will keep you guessing who the winner will be the entire night. You do not need to bring anything with you besides being ready to get as many pages as you can signed off in your book. Otherwise, we'll wait to see if you and your teammates' numbers are up or not!



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Your Number is Up Night Summary:

Your Number is Up Night is a night of a whole bunch of different ways to play the game of BINGO. There is a version of Bingo for opening time, book time, and game time.

Running this Night:

You will compete in a boys vs. girls game to see which team can get the most wins on their BINGO cards throughout the night. There are five different types of BINGO games in this night: (See the games list below for a description of each game).

Schedule for this Night:

- **PICK ME BINGO** – opening time
- **BY THE BOOK BINGO** – book time
- Lesson Time
- **IT'S A MATCH BINGO** – game time
- **FIND THE ROW BINGO** – game time
- **BETTER PICK RIGHT BINGO** – game time
- **RIGHT PLACE BINGO** – game time

At the end of the night, we recommend giving a small prize (i.e. piece of candy etc.) to each player on the winning team.



PICK ME BINGO

(Opening Time)

Directions: Teams set up their own 5X5 grid however they would like to (however, numbers 1-25 cannot be in numerical order). Leader begins reading out the following list in this order. First team to have five in a row wins.

I need a person from your team who...

- Is left handed (stand on card number 22)
- Has broken a bone (stand on card number 03)
- Has a birthday in July (stand on card number 11)
- Has younger brother (stand on card number 16)
- Is 10 years old (stand on card number 08)
- Favorite color is blue (stand on card number 21)
- Can whistle (stand on card number 02)
- Is an only child (stand on card number 25)
- Can play the violin (stand on card number 10)
- Has a "T" in their name (stand on card number 01)
- Wears glasses (stand on card number 17)
- Has been to another country (stand on card number 23)
- Has ridden on a horse (stand on card number 13)
- Is in 3rd grade this year (stand on card number 06)
- Has 3 or more pets at home (stand on card number 19)
- Has flown on a plane (stand on card number 15)
- Went on a roller coaster this past summer (stand on card number 12)
- Has been to another state (stand on card number 07)
- Has a birthday in May (stand on card number 20)
- Can play the piano (stand on card number 04)
- Has a birthday in September (stand on card number 24)
- Has an older sister (stand on card number 09)
- Has an "S" in their name (stand on card number 18)
- Has played on a team (stand on card number 05)
- Has socks today that are any color but white (stand on card number 14)

A team may set up their Bingo Grid something like this:

| | | | | |
|----|----|----|----|----|
| 14 | 02 | 21 | 10 | 18 |
| 11 | 05 | 16 | 25 | 07 |
| 04 | 19 | 08 | 15 | 12 |
| 20 | 03 | 22 | 06 | 01 |
| 17 | 23 | 13 | 24 | 09 |



BY THE BOOK BINGO

(Book Time)

Directions: Have one or two leaders holding a copy of the game card to the right (depending on how many kids are in the classroom for book time). Leaders can plan on having one game card for every 15 kids in their classroom.

Each time a child completes a checkpoint in their book, they get to pick one square on the game card and have their leader write either a “G” for a girl or “B” for a boy in it. Because there could be multiple game cards in a classroom, several different leaders could each be holding one card in different spots in the classroom during book time. It is important to have all the squares on the game cards filled in with either a “G” or a “B” so that each classroom has a winner. If you have several squares still unclaimed at the end of book time, go around the room and allow each child to pick another square and put either a “G” or a “B” in it. You can do this as many times as is needed to fill up all the boxes on the game cards. Let’s say you do this a couple of times and still have 4 squares open and have 10 kids in your class. In this case, you can allow the four kids who completed the most pages that night to pick one additional square, or you can draw names out of a hat, or you can choose four who listened to the lesson best and put either a “G” or a “B” in the final four squares.

Once the game card is completely filled in, the commander will have chosen a vertical, diagonal, or horizontal row off of the card beforehand (for instance, the second row consisting of 01, 08, 17, 22, and 14). He/she will then look to see if that row has more girls in it or more boys in it and award that team points.

BY THE BOOK

| | | | | |
|---|---------|---------|---------|--------|
| For each page that the child completes in their book, allow them to choose one box below and have the leader write their name inside of it. | | | | Grade: |
| 23 — | 18 | 06 — | 11 | 04 |
| 01 | 08 — | 17 — | 22 | 14 |
| 13 | 10 | 24 | 12 | 21 |
| 25 | 02 | 09 | 16 — | 05 |
| 07 | 15 — | 20 — | 19 — | 03 |

GAME CARD



IT'S A MATCH BINGO (Game Time)

Directions: Teams are given 25 white papers to set up their own 5X5 BINGO grid on one end of the room however they would like to (see below for a copy of the bingo grid cards). The same 25 numbers are put onto yellow papers that are then made into 25 paper balls and placed at the other end of the room. Each team should have a separate pile of 25 yellow paper balls at the other end of the room. One player from each team runs down to the opposite end of the room and grabs one yellow paper ball and brings it back, tags the next player who goes and gets one as well. This continues until one team has a total of 10 yellow paper balls. All teams stop and then both teams open up all of their yellow paper balls. Players will then put the yellow papers on top of its matching white paper on their bingo grid. If neither team has five in a row, they will send down two players at a time to grab two more paper ball and see if they now have a win. Keep playing until one team wins.

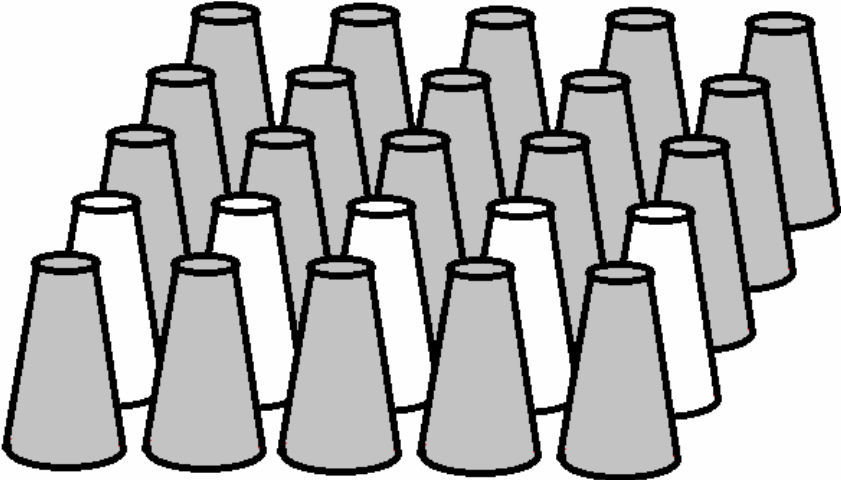
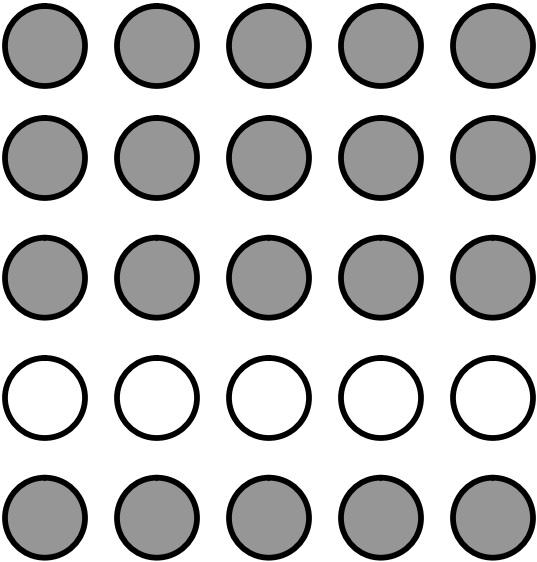
A team may set up their Bingo Grid something like this:

| | | | | |
|----|----|----|----|----|
| 14 | 02 | 21 | 10 | 18 |
| 11 | 05 | 16 | 25 | 07 |
| 04 | 19 | 08 | 15 | 12 |
| 20 | 03 | 22 | 06 | 01 |
| 17 | 23 | 13 | 24 | 09 |



FIND THE ROW BINGO (Game Time)

Directions: The Game Leader sets up a separate 5X5 BINGO grid of red plastic cups on a table in front of each team. The cups should have the open end facing down. Five of the cups in each teams grid have a small piece of tape or an X drawn on the underside and these five cups should be placed in a vertical, horizontal or diagonal row. Teams are trying to be the first team to find the winning row or line in their grid. A player from each team steps up and picks one cup to flip over. If there is an X or piece of masking tape on the underside of that cup it is part of the winning row of five. If not, that cup is not part of the winning row. Leave the cup flipped over. The first team to locate and flip over all five of the cups of the winning row is the winner. As an example in the images below, the row with the white cups is the row that have the X's or tape underneath the cups. Obviously, all the cups would be the same color though.





BETTER PICK RIGHT BINGO

(Game Time)

Directions: Teams are given 25 white papers to set up their own 5X5 BINGO grid on one end of the room however they would like to (see below for a copy of the bingo grid cards). Yellow papers are placed face down on a table between the two teams (there should be a total of 50 yellow papers on the table 25 say “Girls” at the top and 25 say “Boys” at the top (see below for a copy of the cards). One player from each team picks a yellow paper. At the top, the paper will either say “Boys” or “Girls.” If it says “Girls,” the girls get to take it and place it on their matching white paper on their grid. If it says “Boys,” the Boys get to take it and place it on their matching white paper on their grid. The first team to get five in a row on their BINGO grid wins.

A team may set up their Bingo Grid something like this:

| | | | | |
|----|----|----|----|----|
| 14 | 24 | 21 | 10 | 18 |
| 11 | 05 | 16 | 02 | 07 |
| 04 | 19 | 08 | 15 | 12 |
| 20 | 03 | 22 | 06 | 01 |
| 17 | 25 | 13 | 23 | 09 |



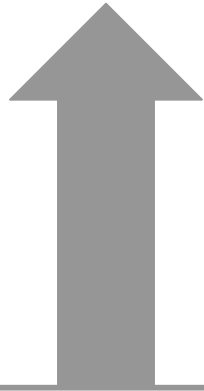
RIGHT PLACE BINGO

(Game Time)

Directions: The game leader sets up a 5X5 grid of white bingo spaces on the floor on one end of the room. Twelve Girls and Twelve Boys are chosen and each one picks one of the numbers to stand on with the center one being a free space (and no one can stand on the free space). The game leader slowly begins calling out numbers eliminating spaces until only one row of five remains in the game. Whichever team has more players still standing in that row of five wins. For this game, the game leader will need to decide beforehand which row is the winning row and set the bingo grid up exactly how he has it written down.

The Game leader may set up their Bingo Grid something like this:

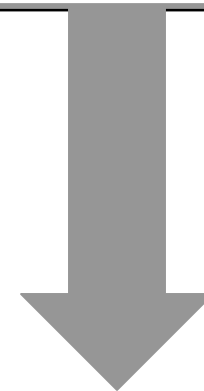
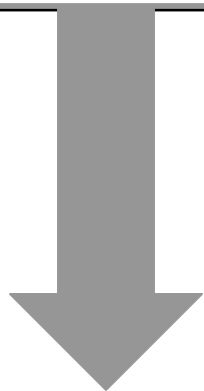
| | | | | |
|----|----|------|----|----|
| 14 | 24 | 21 | 10 | 18 |
| 11 | 05 | 16 | 02 | 07 |
| 04 | 19 | FREE | 15 | 12 |
| 20 | 03 | 22 | 06 | 01 |
| 17 | 23 | 13 | 08 | 09 |



Print out the above pages as a packet for you as the commander.



Print out the following pages as a packet for each classroom to fill out during book time and all the cards for game time.



01

02

03

04

05

06

07

08

09

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

FREE

FREE

FREE

BOYS

01

BOYS

02

BOYS

03

BOYS

04

BOYS

05

BOYS

06

BOYS

07

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08

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09

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BOYS

21

BOYS

22

BOYS

23

BOYS

24

BOYS

25

FREE

FREE

FREE

GIRLS

01

GIRLS

02

GIRLS

03

GIRLS

04

GIRLS

05

GIRLS

06

GIRLS

07

GIRLS

08

GIRLS

09

GIRLS

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12

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14

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15

GIRLS

16

GIRLS

17

GIRLS

18

GIRLS

19

GIRLS

20

GIRLS

21

GIRLS

22

GIRLS

23

GIRLS

24

GIRLS

25

FREE

FREE

FREE

BY THE BOOK

For each page that the child completes in their book, allow them to choose one box below and have the leader write their name inside of it.

Grade: _____

23

18

06

11

04

01

08

17

22

14

13

10

24

12

21

25

02

09

16

05

07

15

20

19

03

GAME CARD