

#### **Basic Overview:**

This fun night is designed to get the kids to complete a bunch of checkpoints from their books. Each classroom will be given one, two or three game cards (depending on the number of kids in the classroom) with a total of either 25, 50 or 75 squares on them at the beginning of book time (see the game cards below). To decide how many game cards to use, multiply the total number of kids in the classroom by three or four (i.e. 10 kids X 4 = 40, so you would want to use 2 game cards with 50 squares total).

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 their name 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 someone's name 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 to put their name in. 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 their names in the final four squares.

At the end of the night or in opening time the following week, you can crumple the letter and number cards included below into paper balls and allow one of the leaders to come up and pick one letter card and one number card and then give a prize to the child whose name is in that square (i.e. the leader choses the letter C and the number 3. The child whose name is in the C3 square on each card would be the winner).

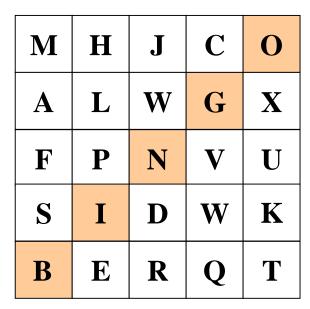
#### **Additional Ideas:**

None

### **Reminder Flyer:**

See the flyer and additional instructions on the next pages.

Remember, next week is ...



## BINGO BOX NIGHT

Come ready to get as many pages as you can signed off in your book. The more that you complete the better chance you have of picking out the winning square and wining a prize!



Remember, next week is ...

M	Н	J	C	0
A	L	W	G	X
F	P	N	V	U
S	I	D	W	K
В	E	R	Q	T

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# BINGO BOX NIGHT

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:** 

C5	<b>E2</b>	<b>A4</b>	D2	<b>B</b> 1
<b>E</b> 3	<b>B4</b>	D4	C3	<b>A2</b>
D1	<b>B2</b>	<b>A5</b>	E1	C1
A1	C2	D3	<b>E5</b>	<b>B3</b>
D5	<b>E4</b>	C4	<b>B5</b>	<b>A3</b>

**GAME CARD** 

