

W11935 State Lingo Bingo

Instructions

OBJECTIVE:

State Lingo Bingo is an excellent game to reinforce and provide multiple opportunities to learn the 50 U.S. states and their capitals. The combination of map reading fundamentals, fitness, and teamwork forces teammates to communicate and strategize in order to complete their States or State Capitals Bingo Card faster than the opposing teams.

EQUIPMENT: Each State Lingo Bingo Game includes the following and is recommended for class sizes of 30-40 students or 10 teams of 3-4 per team)

1. Lesson plan instructions with State and State Capitals Answer Keys.
2. 10 large-print States and State Capitals Bingo Cards
3. 11 sets of State and State Capital Bingo chips. State Capital Bingo chips have a green back and State Bingo chips have a blue back. There are 50 states and 50 capitals per set.
4. 1 Map of the United States (36" x 25")

OPTIONAL EQUIPMENT:

5. One hula hoop per team to designate each team's home base.
6. Go to www.teachervision.com and search for "U.S. Map with state capitals". The maps are free, so print out four or more of the 8.5 x 11 maps and laminate them to tape to each wall.
7. Or purchase 2-3 more of the LR1966 or LR2397 USA Maps that can be found at www.ssw.com. These are 40" x 28" maps that feature states and capitals. LR2397 is a laminated map.

PROCEDURE:

Spread out all of the hula hoops around the perimeter of the gym, but within the gym boundaries. Place the States Bingo Card 1 inside each hula hoop (optional). Scatter all of the State Capitals Bingo chips on the floor inside the center area and half circles of the gym. *Note: do not use the blue State Bingo chips when utilizing the State Bingo Cards.* The **object** of Round 1 is for each team to complete the challenge by identifying and matching the states from the Bingo Card with the correct state capitals.

To Begin: Instruct students to get into groups of three/four and sit beside a hoop to await further instructions. Explain that each team must work together to seek out and collect the correct Bingo chips based on the Bingo Challenge given by the teacher (See Bingo Challenges below).

Each player must first earn the right to take a trip to the center of the gym **each time** they want to get **one** Bingo chip. A trip to the center to get or return an unwanted Bingo chip is earned by performing any exercise/skill listed on the dry erase board or announced by the teacher. *Note: exercises such as running 1 lap, performing five push ups, performing 10 squats, etc. can be periodically changed at the teacher's discretion.* Each player, after earning a trip, may go to the center and choose one Bingo chip to take back to his or her team's hoop (See Figures 1 and 2). *Note: each team must look at a state on their States Bingo Card and determine that state's capital before going to the center to search for the Bingo chip with the name of that state capital.* **Optional: tape the recommended USA Maps on the wall at each end of the gym to allow students the option to go and find the state and figure out its capital. If using the wall maps, gather the class around the map before the game begins and show students how to locate a state and its "bold, dotted/starred" capital** (See Figure 3).

Occasionally, teammates must gather at their hoop to make sure the correct Bingo chips are being chosen, especially if a team chooses the strategy of splitting their group up to work faster. Teammates must place the state capital Bingo chips on top of the correct state of the States Bingo Card 1. For example, the first square on the States Bingo Card 1 is Vermont. The team wanting to answer that square must recall the answer or go locate it on the map. Each teammate will then perform the predetermined exercise before going to the center to search for the **Montpelier** Bingo chip. Each team will continue this process until they have completed the assigned Bingo Challenge.

A team, after **double-checking** their answers, should let the teacher know when they feel they have completed the Bingo Challenge (See Figure 4). The class will be paused and the teacher, using the appropriate answer key, will check to see if the Bingo Challenge was met and the appropriate state capitals were found. *Note: there are a few choices (based on the learning level of each group) the teacher can make at this point if a state capital(s) is wrong before moving on to check another team:* 1) the teacher can be extremely vague and say "incorrect" without letting them know which answers are wrong or how many are wrong, 2) the teacher can be somewhat vague and inform the team of how many answers are wrong, or 3) the teacher can be very helpful and inform the team of exactly which answer(s) is wrong.

The team to successfully complete the Bingo Challenge the fastest will be declared the winner for that round. Instruct teams to return all Bingo chips to the center and to return back to their hoop to listen to the instructions for the next round. ***Note to teacher:*** make sure to mix up the Bingo chips in the center in case a team "strategically" places their old answers in a certain spot. Continue play by implementing a new Bingo Challenge or turn the States Bingo Card 1 over to the States Bingo Card 2. *Note: I recommend trying all of the Bingo Cards, but not on consecutive days to avoid monotony.*



Figure 1: State Capital chips in the center/ half circles



Figure 2: Students searching for State Capitals



Figure 3: Searching for State Capitals at the Map



Figure 4: Working on the "X" Bingo Challenge

BINGO CHALLENGES:

1. Lines Bingo = the first team to correctly find 5 Bingo chips to create any diagonal line.
2. Lines Bingo = the first team to correctly find 5 Bingo chips to create any vertical line.
3. Lines Bingo = the first team to correctly find 5 Bingo chips to create any horizontal line.
4. X's Bingo = the first team to correctly find 9 Bingo chips to create an X.
5. T's Bingo = the first team to correctly find 9 Bingo chips to create a T. The "T" can go in any direction as long as the team correctly uses 9 Bingo chips.
6. U's Bingo = the first team to correctly find 13 Bingo chips to create a U. The "U" can go in any direction as long as the team correctly uses 13 Bingo chips.
7. Squares Bingo = the first team to correctly find 16 Bingo chips to create a square or fill in all of the outside boxes.
8. Blackout Bingo = the first team to correctly find all 25 chips to fill in all of the squares.

RULES AND SAFETY

1. Players must earn the right to make a trip to the center of the gym **each time** they want to get a Bingo chip.
2. A trip to the center to get or return an unwanted Bingo chip is earned by performing any exercise/skill prescribed by the teacher.
3. Teams may go to a map anytime to search for states and/or state capitals.
4. Teammates must place the Bingo chip directly on top of the state or state capital on the Bingo Card.
5. Players getting more than one Bingo chip (per person) from the center will be disqualified for that round or given a 2-3 minute sit out penalty.
6. Players cheating the exercises by doing less than the prescribed amount will be given a 2-3 minute sit out penalty.
7. The team to successfully complete the Bingo Challenge the fastest will be declared the winner for that round.

VARIATIONS:

1. After completing two or more rounds, do not allow players the ability to use the map on the wall.
2. Teams on the right side of the gym can only look at the map on the left side of the gym. Teams on the left side of the gym can only look at the map on the right side of the gym.

State Lingo Bingo

States Card 1 Answer Key

B	I	N	G	O
Vermont (Montpelier)	Connecticut (Hartford)	New Hampshire (Concord)	Arizona (Phoenix)	South Dakota (Pierre)
Nebraska (Lincoln)	Oklahoma (Oklahoma City)	West Virginia (Charleston)	Indiana (Indianapolis)	Wyoming (Cheyenne)
South Carolina (Columbia)	Florida (Tallahassee)	Minnesota (St. Paul)	Arkansas (Little Rock)	Texas (Austin)
New Mexico (Santa Fe)	Kentucky (Frankfort)	Alabama (Montgomery)	North Dakota (Bismarck)	North Carolina (Raleigh)
Delaware (Dover)	Georgia (Atlanta)	Ohio (Columbus)	Hawaii (Honolulu)	Oregon (Salem)

State Lingo Bingo

States Card 2 Answer Key

B	I	N	G	O
Maryland (Annapolis)	Utah (Salt Lake City)	Illinois (Springfield)	Rhode Island (Providence)	Nevada (Carson City)
Virginia (Richmond)	Michigan (Lansing)	Missouri (Jefferson City)	Massachusetts (Boston)	Mississippi (Jackson)
New Jersey (Trenton)	Louisiana (Baton Rouge)	Pennsylvania (Harrisburg)	Kansas (Topeka)	New York (Albany)
Montana (Helena)	California (Sacramento)	Washington (Olympia)	Wisconsin (Madison)	Colorado (Denver)
Maine (Augusta)	Alaska (Juneau)	Idaho (Boise)	Tennessee (Nashville)	Iowa (Des Moines)

State Lingo Bingo

State Capitals Card 1 Answer Key

B	I	N	G	O
Honolulu (Hawaii)	Frankfort (Kentucky)	Nashville (Tennessee)	Atlanta (Georgia)	Montgomery (Alabama)
Montpelier (Vermont)	Indianapolis (Indiana)	Lansing (Michigan)	Jackson (Mississippi)	Juneau (Alaska)
Phoenix (Arizona)	Tallahassee (Florida)	Hartford (Connecticut)	St. Paul (Minnesota)	Augusta (Maine)
Providence (Rhode Island)	Olympia (Washington)	Little Rock (Arkansas)	Columbia (South Carolina)	Pierre (South Dakota)
Concord (New Hampshire)	Charleston (West Virginia)	Topeka (Kansas)	Columbus (Ohio)	Annapolis (Maryland)

State Lingo Bingo

State Capitals Card 2 Answer Key

B	I	N	G	O
Albany (New York)	Raleigh (North Carolina)	Boston (Massachusetts)	Helena (Montana)	Austin (Texas)
Salem (Oregon)	Santa Fe (New Mexico)	Madison (Wisconsin)	Denver (Colorado)	Salt Lake City (Utah)
Springfield (Illinois)	Richmond (Virginia)	Harrisburg (Pennsylvania)	Cheyenne (Wyoming)	Oklahoma City (Oklahoma)
Bismarck (North Dakota)	Carson City (Nevada)	Boise (Idaho)	Des Moines (Iowa)	Baton Rouge (Louisiana)
Dover (Delaware)	Lincoln (Nebraska)	Trenton (New Jersey)	Sacramento (California)	Jefferson City (Missouri)