Notes Concerning *Add Up To___Bingo*
(4-12)

Level: Advanced
Recommended # of Players: 2-5
Materials: game boards (one per player); transparent or semi-transparent chips (to cover numbers on game boards so that numbers can be seen through the chips); triangle cards (the sum is always written in one corner in red)
Math Skills: Missing addends (to 12)

Notes:

This is a very simple family of games. One reason it is good for children is that all children get to participate actively throughout the game. That is, even though children take turns turning over the card and announcing the number, all children get to place a marker on the number that is called at each turn.

This family of games involves missing addends for sums from 4 through 12. It is a good alternative to drilling children on sums.

Another challenge is for children to decenter from thinking only about horizontal and vertical rows, to consider the diagonal.

Children have the opportunity to reason spatially when they have more than one of the same number on their board and they must decide which number is more likely to help them achieve 5 in a row.

IOWA
REGENTS' CENTER FOR
EARLY DEVELOPMENTAL
EDUCATION

Add-Up-To-Twelve Bingo

Materials: Add-Up-To-Twelve Bingo game boards; 39 triangle cards (with red 12); transparent chips; 1 set of directions

Objective: The goal of Add-Up-To-Twelve Bingo is to be the first person to get 5 chips in a row vertically, horizontally, or diagonally.

To play:

1. Each player gets one game board. The triangle cards are placed face down in a stack in the middle.

2. Players decide who will go first.

3. Players take turns drawing a card and deciding what number added to the blue number would make 12. (For example, if the blue number on the card is a 2 the player must decide what number added to 2 will make 12.)

4. Players announce the number and all of the players with that number on their board cover it up with a chip. Players may only cover one number on each turn. The card is then returned to the bottom of the stack.

5. The winner is the first person to have 5 chips in a row vertically, horizontally, or diagonally.

IOWA
REGENTS' CENTER FOR
EARLY DEVELOPMENTAL
EDUCATION

Add-Up-To-Twelve BINGO

1	2	9	0	5
6	11	4	8	10
8	5	3	2	1
7	0	9	12	11
4	3	7	6	10

IOWA
REGENTS' CENTER FOR
EARLY DEVELOPMENTAL
EDUCATION

Add-Up-To-Twelve BINGO

6	9	3	9	2
5	1	12	6	1
8	4	0	7	10
11	2	12	3	5
7	8	10	4	11

IOWA
REGENTS' CENTER FOR
EARLY DEVELOPMENTAL
EDUCATION

Add-Up-To- Twelve BINGO

7	0	10	1	3
6	5	4	11	9
11	9	2	0	7
8	2	10	12	8
6	5	12	3	4

Add-Up-To-Twelve BINGO

6	5	12	1	3
10	3	9	8	7
1	11	7	0	2
5	0	10	6	11
8	4	12	4	9

12

12

12

0

12

11

12

1

12

10

12

2

IOWA
REGENTS' CENTER FOR
EARLY DEVELOPMENTAL
EDUCATION

12

9

12

3

12

8

12

4

12

7

12

5

IOWA
REGENTS' CENTER FOR
EARLY DEVELOPMENTAL
EDUCATION

12

6

IOWA
REGENTS' CENTER FOR
EARLY DEVELOPMENTAL
EDUCATION