



Bingo

Learning objective

To develop familiarity with facial expressions.

Resources required

- For Level 1 – [Activity sheets – Bingo 1](#).
- For Level 2 – [Activity sheets – Bingo 2](#).
- For Level 3 – [Activity sheets – Bingo 3](#).
- The activity sheets contain a variety of bingo cards of increasing complexity. Print out sufficient bingo cards for the number of children playing.
- Print out large versions of adult's visual aid slides.

Activity

The teacher shows a visual aid to the class and calls out the name of the emotion expressed. Working individually or in pairs, the children look at their bingo card to see if they have it. They cross it out if they do.

Instructions

- Show the class examples of the visual aid cards and invite them to identify first the character and then the emotion.
- Show the class an example of a bingo card
- Demonstrate how to compare a visual aid card with the images on the bingo card to see if there is a match. Ensure that in this instance, one *does* match. Demonstrate how to cross out the matching image on the card.
- Continue to demonstrate (with an assistant if necessary) by holding up different cards, one at a time, saying the name of the character and the emotion. Continue to cross out the matching image on the example bingo card, where appropriate.
- When all the characters on the example bingo card have been crossed out, call out "Bingo!"
- Give out the bingo cards.
- Start the game by holding up one visual aid card at a time. You may wish to say the character name, or the name and the emotion expressed.



- Allow time for all the children to compare the characters on their bingo card with the visual aid card. Consider “supportive partners” or “bingo buddies” for some children.

Activity levels

This activity is differentiated over three levels, by the number of options on the bingo cards, by the number of different characters shown to the class, and by the number and type (basic or more complex) of emotions used.

- Level 1: Use bingo cards with four different characters showing the same basic emotion, for example, William happy, Nigel happy, Sally happy, Charlie happy.
- Level 2: Use bingo cards with a variety of seven characters showing basic emotions.
- Level 3: Use bingo cards with a variety of 14 characters showing a mix of basic and more complex emotions.

Ability requirements relating to the activity levels

- Level 1: The children need to be able to match the character on the bingo card to the character shown. They also need to be able to use a pencil, counter or sticky note to cover or cross out the bingo card character as the game proceeds.
- Level 2: As above, plus the children need to be able to differentiate between a variety of characters showing different basic emotions.
- Level 3: As above, plus the children need to be familiar with the range of emotions shown by the characters and be able to differentiate between characters showing more complex emotions.