

Math Game - *Operations Bingo* 



### **Educational Goals**

- Highlight the playful potential of mathematics
- Do mathematical operations
- Situate natural numbers in a number grid

## **Key Features of the Targeted Competencies**

- To decode the elements of the situational problem (C1)
- To mobilize mathematical concepts and processes appropriate to the situation (C2)
- To apply mathematical processes appropriate to the situation (C2)
- To interpret or produce messages of a mathematical nature (C3)

### **Concept Used**

Arithmetic (addition and subtraction)

## **Materials**

- Appendix 1
- Appendix 2
- Chips







Mathematical Field Concerned



Suggested Teaching Formula



Time Required Approximately 15 minutes







## **Suggested Process**



#### **Step 1: Introduction**

The *Operations Bingo* is played in group. Explain the rules to the students, then give them the appendix 1 and some chips. There are three different bingo cards. Make several copies of each so the students can have different cards. Allow them one sheet and one pencil per person. Print appendix 2, cut it out and keep the operations in a container to make the draw easier.

N.B. It is recommended to laminate the appendix 1 beforehand if we want to play more than once.

#### Step 2: The game (15 minutes)

The goal of the game is to get 5 squares in a row, completing a row with the chips either horizontally, vertically or diagonally.

The rules for the *Operations Bingo* are almost the same as for a standard Bingo game. However, rather than taking a number, the teacher takes the operations provided in the appendix 2. He says the operation aloud and the students have to do it. Once they found the answer to the operation, they have to check their Bingo card to see if this answer is on it.

For example, if the teacher picks 7 + 3 = ?, the students must find the answer. Once they have found 10 as the answer, they have to search for this number on the card. If it is there, they place a chip on it, otherwise they wait for the next operation.

There is a bingo when students have placed chips on an entire row (horizontal, vertical or diagonal).

During the game, the teacher has to give enough time between each draw so the children can calculate in their head or on the sheet that is provided to them.

### Variant

 $\rightarrow$  To adapt the game for another cycle, add operations such as multiplications and divisions. You can also modify the Bingo card by choosing numbers greater than 40.

# Bingo card!

B	Å	n	9	Ø
1	10	17	25	34
2	13	19	27	37
5	14	Free	28	38
7	15	22	30	39
8	16	24	32	40

## **Bingo card!**

B	Å	n	9	Ø
1	9	19	25	33
3	11	20	26	35
5	13	Free	27	36
6	14	21	31	38
8	16	23	32	40

## **Bingo card!**

B	Å	n	9	Ø
2	9	18	26	33
4	10	21	28	34
5	12	Free	29	37
7	15	22	30	39
8	16	24	31	40

## Appendix 2

1 + 1 = ?	1 + 2 = ?	2 + 2 = ?	2 + 3 = ?
2 + 4 = ?	3 - 2 = ?	3 + 4 = ?	10 - 2 = ?
4 + 5 = ?	7 + 3 = ?	5 + 6 = ?	6 + 6 = ?
15 - 2 = ?	7 + 7 = ?	8 + 5 = ?	8 + 8 = ?
20 - 3 = ?	10 + 8 = ?	11 + 8 = ?	10 + 10 = ?
25 - 4 = ?	11 + 11 = ?	20 + 3 = ?	12 + 12 = ?
30 - 5 = ?	18 + 8 = ?	20 + 7 = ?	24 + 4 = ?
30 - 1 = ?	15 + 15 = ?	35 - 4 = ?	30 + 2 = ?
15 + 18 = ?	40 - 6 = ?	30 + 5 = ?	18 + 18 = ?
40 - 3 = ?	30 + 8 = ?	40 - 1 = ?	20 + 20 = ?

Answers

1 + 1 = <b>2</b>	1 + 2 = <b>3</b>	2 + 2 = <b>4</b>	2 + 3 = <b>5</b>
2 + 4 = <b>6</b>	3 - 2 = <b>1</b>	3 + 4 = <b>7</b>	10 - 2 = <b>8</b>
4 + 5 = <b>9</b>	7 + 3 = <b>10</b>	5 + 6 = <b>11</b>	6 + 6 = <b>12</b>
15 - 2 = <b>13</b>	7 + 7 = 14	8 + 7 = <b>15</b>	8 + 8 = <b>16</b>
20 - 3 = <b>17</b>	10 + 8 = <b>18</b>	11 + 8 = <b>19</b>	10 + 10 = <b>20</b>
25 - 4 = <b>21</b>	11 + 11 = 22	20 + 3 = <b>23</b>	12 + 12 = <b>24</b>
30 - 5 = <b>25</b>	18 + 8 = <b>26</b>	20 + 7 = <b>27</b>	24 + 4 = <b>28</b>
30 - 1 = <b>29</b>	15 + 15 = <b>30</b>	35 - 4 = <b>31</b>	30 + 2 = <b>32</b>
15 + 18 = <b>33</b>	40 - 6 = <b>34</b>	30 + 5 = <b>35</b>	18 + 18 = <b>36</b>
40 - 3 = <b>37</b>	30 + 8 = <b>38</b>	40 - 1 = <b>39</b>	20 + 20 = <b>40</b>