

THE BINGO GAME

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To adapt for any Hickey lesson: Prepare boards using the [Bingo Card Creator Site: https://sightwords.com/sight-words/games/bingo/card-creator/](https://sightwords.com/sight-words/games/bingo/card-creator/)

You can adapt it to any Hickey lesson by entering the list of words suited to that lesson.

Example: Hickey Lesson #7 - The Letter K

Enter words to the WORD BANK (words from lesson #1 up to lesson #7): add, and, ant, ask, at, can, cap, cat, desk, did, didn't, end, hand, has, hat, hen, his, I, in, is, isn't, it, it's, kind, kitten, nap, nest, pan, pants, pen, sad, said, sand, scat, sit, spin, stand, step, tap, tent, test, the, this, tin, tip.

PREPARE: Print out a different BINGO card for each student plus a call sheet and laminate them, which will enable you to use them in different classes. Cut out the call sheet of words and put the squares into a hat or bowl.

DISTRIBUTE: Hand out one Bingo card to each student (each card should be different).

CALLER: The caller should pull out one word, say it and show it to the students. Write the word on the board to keep a record and for students to see words.

MARK THE WORD: The students will then place pennies, rocks, fun foam pieces or something similar on the called word if it is on their card. (You can also use white board markers since the cards are laminated).

WINNING: Once a predetermined pattern (All words marked Bingo/lines Bingo) is made on a card, the student with that card calls out BINGO and receives a prize.