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Bingo Worksheet 17

ACTIVITY

Whole class: writing, listening

AIM

To play a game of bingo and to recognise times of the day.

GRAMMAR AND FUNCTIONS

Telling the time: *o'clock*

Expressions of time: *in the morning/afternoon/evening*

VOCABULARY

Times of the day

PREPARATION

Make copies of the worksheet and cut them up so that the students have one bingo card each. Make one copy of the grid below and cut it up so that each time is on a separate card. Make another copy of the grid and *do not* cut it up.

TIME

20 minutes

PROCEDURE

1 Give one bingo card to each student in the class and tell them to draw a different time o'clock on each clock face. In the space next to each clock face, they should write *in the morning*, *in the afternoon* or *in the evening*. You may wish to teach the expressions *midday* and *midnight* and include them in the game. In this case, students should write the words *midday* or *midnight*, as appropriate, in the space provided.

- When they have done that, tell the students that you are going to call out times. When they hear one of the times on their card, they should cross out the corresponding clock face. Ask the students to use a pencil so that you can use the bingo cards again.
- Explain that the object of the game is for the students to get a horizontal, vertical or diagonal line of crosses on their bingo card. When they have done this, they should shout *Bingo!*
- Shuffle the cards from the cut-up grid and put the complete grid in front of you. Each time you call out a time, place it on top of the same time on the grid. It is up to you whether you say 'am' and 'pm' or '- o'clock in the morning', etc.
- When someone calls out *Bingo!* ask them to call out the times showing on the clock faces they have got in their line and check on the grid in front of you that these times have been called out. If they have, this student is the winner.
- Ask the students to rub out the crosses on their bingo cards and exchange them. Repeat the activity. The winner of the last game takes over from the teacher and calls out the times. Make sure they know that *am* means *in the morning* and *pm* means *in the afternoon or evening* as appropriate.

OPTION

You can make the game more challenging by asking the students to get a 'full house'. That is, the winner should have crosses on all the clock faces on their bingo card.

1 am	2 am	3 am	4 am	5 am	6 am
7 am	8 am	9 am	10 am	11 am	midday
1 pm	2 pm	3 pm	4 pm	5 pm	6 pm
7 pm	8 pm	9 pm	10 pm	11 pm	midnight