## Colour bingo

by Maria Toth

Age: Primary (6-11)
Language aim: To name colours and
express possession
Time: 45 minutes
Student grouping: Individuals, whole class
Materials: Enough copies of the worksheet for each child to have a bingo grid - there are eight grids on the worksheet (cut out the grids along the dotted lines); small pieces of paper to cover the colours on the cards (eight per child); colour cards in six colours if you are doing Warmer Option 2
Language focus: Colours - blue, green, red, purple, black, white, yellow, pink, brown, orange; I've got ...
Aim of the game: To be the first to cover all the colours on the bingo cards

## Warmer

## Option 1

Call out the name of a colour and ask the children to touch something of that colour. (They may need to move in order to do this.)

## Option 2

Make up enough colour cards (of six different colours) for the whole class. For example, if there are thirty children in the class, you will need five colour cards of each colour. Give one colour card to each child. The children look at their colours but do not show them to anyone else. Ask six children, all with different colour cards, to come to the front of the class. They become representatives of different teams. Explain this by indicating each of the children and their colour and saying 'This is the red team', 'This is the black team', etc. The red team begins by asking a child in the class at random 'What colour have you got?' If the other child answers 'Red', they stand up and join the red team. If they have another colour, for example green, they join the green team. This child then asks another child in the class the same question: 'What colour have you got?' The game goes on until one of the teams is complete. They are the winners. The cards can be collected and the game played again.

## Playing the game

## Step 1

Hand out one Bingo grid to each pupil. Ask the children to colour in their cards according to the text. So for example, if the first colour on their grid is 'yellow', they must colour the box adjoining it in yellow and so on.

## Step 2

Play the game in three stages. For the first game, ask the children to cover each colour with a small piece of paper when you call it. The first child to cover all six colours calls ‘Bingo!' One child in eight should have 'Bingo', so the winner is the first one of these to call 'Bingo!'

## Step 3

The children then exchange their cards. Ask 'Who's got ...?' If a child has the colour, this time they should both cover the appropriate square and also put their hand up. Continue until a child calls 'Bingo!' and ends the game.

## Step 4

The children exchange cards again. Ask the children 'Who's got ...?' again. This time, if a child has the colour, they should both cover the appropriate square and also call out 'I have!'

## Step 5

Go on to play Bingo again. At the end of the game, the winner must list their colours using 'l've got ...' They then become the caller and the game can be repeated, run by the children themselves.

## Extra ideas

Prepare new Bingo cards using pictures instead of colours, for example 'parts of the body' and 'actions'. Or ask the children to make 'months' Bingo cards by choosing six names of months. Bingo is played in the same way as above. Bingo can also be played in the traditional way with numbers.

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