



Gratitude BINGO Instructions

Here's how to play Gratitude BINGO with your class:

1. Brainstorm as a group to come up with a list of things your students are thankful for. Examples could include, "my teacher," "my pet," "friends," "pizza," or "sunshine." Write the list on a chalkboard or Smartboard so all students can see it.
2. Distribute a Gratitude BINGO card to each student, as well as several pennies (or a similar small object) they can use to cover the squares.
3. Have each student fill in their Gratitude BINGO card with things from the list that they are thankful for. They can write the same thing in more than one spot on the card, but each letter column should include an item only once. For example, under column B, "my teacher" would show up only once.
4. When you're ready to play, look at your list and randomly call out a letter (B-I-N-G-O) along with an item from the Gratitude list. For example, you may call out "B: my pet." If a student has "my pet" in the B column, they can put a penny over that square.

You may also write each item from the Gratitude list, as well as each of the BINGO letters, on its own small piece of paper. Keep the letter slips and the Gratitude slips separate. Fold the papers in half and randomly draw a letter slip along with a Gratitude slip for each turn.

5. The first student to place pennies over five items in the same column, the same row, or the same diagonal wins! You can also play four corners and coverall.

Additional ideas:

- If your students are [Read Live](#) users, you can fill in the BINGO cards with Read Live-related content they're thankful for. For example, "beating my goal," "earning points," "Phontastic," "reading better," "learning new words," titles of favorite stories, etc.
- If your students are too young to write the items in each card, type in the items from the Gratitude list onto the BINGO card (which is an interactive PDF). We recommend creating enough cards so each student gets a different card. If you don't have time to brainstorm a Gratitude list with the class before creating the cards, you can come up with the list on your own.
- The winner from the first round can be the caller (teacher's role) for the next round.