

Money Bingo Game

Extension activity for *Kindergarten Reads* or *Earn, Save, Spend & Share Presentations*

Grade Level

Kindergarten – Grade 1

Learning Objective:

This game, along with the *Kindergarten Reads* or *Earn, Save, Spend & Share* presentations, should help students:

- become familiar with the names of Canadian coins

Materials Needed:

- *Money Bingo Cards* (one per player)
- bingo chips or other marking device (e.g. poker pieces, foam pieces, etc.)
- *Money Bingo Master Call Sheet* (this sheet will be used by the facilitator for calling out squares)
- bristol board
- glue
- scissors
- hat or bowl
- prizes for winners (optional)
- paper*
- pen*

*To record the letter/coin combination (squares) called

Game Preparation:

1. Cut *Money Bingo Master Call Sheet* along the solid black borders
2. Glue a piece of bristol board behind the *Money Bingo Master Call Sheet*
3. Using scissors, cut along the perforated lines of the *Money Bingo Master Call Sheet*
4. Place the individual squares from the *Money Bingo Master Call Sheet* facedown into a hat or bowl. These letter/coin combinations will make up the squares needed for the game
5. Hand out *Money Bingo* cards and bingo chips to players

Game Overview:

Players will cover each square with a bingo chip when the square is called out by the person who is facilitating the game (the facilitator). Each square contains a letter and a picture of a Canadian coin. The facilitator will call out one square at a time by selecting squares from the hat or bowl. The first player to successfully spell the word *money* by covering 5 squares in a horizontal or diagonal line on their *Money Bingo* card will yell *MONEY!* If this player has covered 5 squares in a horizontal or diagonal line and has only marked off spaces that have been called, they will be declared the winner.

Step-by-Step Instructions for Facilitators:

1. Instruct players to mark off the free space by placing a bingo chip on the square in the center of the card
2. Select a square from the hat/bowl
3. Flip the square face up and read out loud the letter on the square followed by the name of the coin

E.g.) The square below would be M - Toonie



4. Keep track of the squares called by writing them down on a piece of paper. Keep the paper out of sight from players
5. Instruct players to look at their cards and see if they have the square that was called. If players have the square that was called, they will mark it off by placing a bingo chip or another marking device on top of the square
6. Repeat steps 2-5 until at least one player has marked off 5 squares in a horizontal or diagonal line
7. When players have marked off 5 squares in a horizontal or diagonal line they will yell *MONEY!*
8. Instruct the player who yelled *MONEY!* to read out loud all the squares they have marked. Make sure the player did not make any mistakes by accidentally marking a square that wasn't called. If the player marked a square that wasn't called their win will be voided
9. The game can be stopped when there is one winner or it can be continued until there are multiple winners
10. If desired, the winners can be given a small prize