

COLOUR BINGO

Aim:	Naming colours and expressing possession.
Materials:	Enough copies of Sheet 2 (page 50) for each child to have a Bingo grid. (NB There are eight Bingo grids on each card.) Small pieces of paper to cover the colours on the cards.
Duration:	Preparation: 15 minutes Playing the game: 30 minutes
Language focus:	Colours: <i>blue, green, red, purple, black, white, yellow, pink, brown, orange.</i> <i>I've got...</i>
Aim of the game:	To be the first to cover all the colours on the Bingo cards.

Suggestion: Tell the children to fold back the words they think they know so that they do not have them to refer to. When they exchange their cards they retrieve the words they are not sure of and fold over others they know so the children are made responsible for their own learning.

INTRODUCTION

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.)

OR 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 e.g. *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*, he or she stands up and joins the red team. If he or she has another colour, for example, *green*, he or she joins 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.

PREPARATION

Cut out the eight Bingo grids on each copy of Sheet 2 and give one grid to each pupil. Ask the children to colour in their cards according to the text.

PLAYING THE GAME

- 1 Play the game in three stages. 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*.
- 2 The children then exchange their cards. Ask *Who's got...?* If a child has the colour, he or she covers the appropriate square and puts his or her hand up.
- 3 The children exchange cards again. Ask the children *Who's got...?* again. This time, if a child has the colour, he or she covers the appropriate square and calls out *I have*.
- 4 Go on to play Bingo again. At the end of the game, the winner must list his or her colours using *I've got...* . He or she then becomes the caller and the game can be repeated.

Extra ideas Prepare new Bingo cards using pictures instead of colours, for example * *Parts of the body*, * *Actions*, etc. 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 be played in the traditional way with * *Numbers*.