

## WHO MADE THIS?

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## ILLUSTRATIONS

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## Directions

Most everyone is probably familiar with how to play traditional American bingo. Each player is given a game board with numbers appearing in a 5 x 5 grid. When using bingo as a classroom game the numbers are usually replaced with words and/or images, giving students a chance to review vocabulary, spelling and facts while having fun. Sometimes the grids may be smaller or larger, making the game easier or harder depending on students' needs.

Whoever is calling the game randomly selects a number, word, or image and all players look for that item on their board. If that item appears on their board, the player covers the item with a chip. (You can also use pennies or just about any small item as a marker.) After everyone covers their square if they need to, another randomly selected item is announced and the game continues. The first player to cover a column, row, or diagonal, calls out "Bingo!" and wins the game. You can also decide ahead of time to use different patterns to determine the winner (such as all corners or inside squares).

The great thing about bingo in the classroom is that it is a flexible game. It can be played with as few as just two people or with the entire class. As a teacher, you may decide to reveal only part of the information on the calling cards and have students find the rest for themselves. It is a game that is enjoyed by all ages, and even your youngest students will quickly understand the rules.

In this resource you will find 30 different bingo boards. Each one is unique. We recommend that you print these and laminate them so you can use the game over and over. Bingo is a great game to keep in an independent study center. Also included are a set of calling cards. We recommend that you laminate these as well before cutting them along the dotted lines. The cards are fun and can even be used as a source of information just by themselves.

Wishing you lots of happy game time with your new bingo resource!


## Edge

## Equilateral Triangle

## $\left\{\begin{array}{l}\text { Isosceles } \\ \text { Triangle }\end{array}\right\}$



Parallelogram
Perimeter

## Plane

## Pyramid

## Quadrilateral

Ray

## Rectangle

Right Angle
Right Triangle




##  <br> Geometry <br> 

| Perimeter | Congruent | Angle | Area |
| :---: | :---: | :---: | :---: | Segment

##  <br> Geometry <br> 

| Quadri- <br> lateral | Vertex | Circle | Cone | Symmetry |
| :---: | :---: | :---: | :---: | :---: |
| Ray | Segment | Pyramid | Cylinder | Square |

Perimeter Line Plane

Right
Triangle

Scalene Right
Triangle Angle

Plane

Chord
Parallelogram

##  <br> Geometry <br>  <br> 0

| Cube | Scalene <br> Triangle | Line | Rectangle |
| :---: | :---: | :---: | :---: | Trapezoid


| $\left(\begin{array}{ll} 4 & 0 \\ 0 \end{array}\right)$ |  |  | $\cdots$ | $0$ |
| :---: | :---: | :---: | :---: | :---: |
| Cube | Cone | Trapezoid | Rhombus | Line |
| Angle | Vertex | Rectangle | Chord | Segment |
| Isosceles Triangle | Right <br> Angle | $(3 \sin 3)$ | Square | Area |
| Side | Perimeter | Symmetry | Cylinder | Parallelogram |
| Volume | Plane | Edge | Pyramid | Congruent |

## $0, A$ 4 0 <br> ceometry <br> 

| Cylinder | Cube | Angle | Parallelo- <br> gram | Cone |
| :--- | :--- | :---: | :---: | :---: |


| Chord | Square | Equilateral <br> Triangle | Rhombus |
| :---: | :---: | :---: | :---: |


| Perimeter | Rectangle | Rriangle | Area |  |
| :--- | :---: | :---: | :---: | :---: |
| Trapezoid | Edge | Quadri- <br> lateral | Ray | Circle |


| Sphere | Scalene <br> Triangle | Isosceles <br> Triangle | Pyramid |
| :--- | :--- | :---: | :---: | Congruent


|  |  |  |  | $3$ |
| :---: | :---: | :---: | :---: | :---: |
| Plane | Cone | Cylinder | Right Angle | Vertex |
| Area | Line | Segment | Cube | Chord |
| Circle | Quadrilateral | $(\mathrm{Fin} 3)$ | Rectangle | Right Triangle |


| Isosceles <br> Triangle | Equilateral <br> Triangle | Angle | Parallelo- <br> gram |
| :---: | :---: | :---: | :---: |
| Triangle | Perimeter | Edge | Symmetry | | Scalene |
| :---: |
| Triangle |

## $\begin{array}{ll}0 & A \\ 0 & 0\end{array}$ <br> ceometry <br> 

Right Triangle

| Area | Rhombus | Scalene <br> Triangle | Square | Pyramid |
| :--- | :--- | :--- | :---: | :---: |

Right Angle

Vertex


Isosceles
Triangle

Plane
Volume
Quadri-
lateral
Ray Segment

Congruent
Cylinder
Cube
Equilateral
Triangle


| Scalene <br> Triangle | Pyramid | Plane | Edge | Segment |
| :---: | :---: | :---: | :---: | :---: |
| Sphere | Vertex | Sine | Area | Angle |
| Triangle | Cone | Linare | Volume |  |
| Parallelo- <br> gram | Trapezoid | Isosceles <br> Triangle | Equilateral <br> Triangle | Chord |

##  <br> ceometry <br> 

| Congruent | Cone | Side | Parallelogram | Edge |
| :---: | :---: | :---: | :---: | :---: |
| Circle | Volume | Triangle | Area | Cube |
| Pyramid | Trapezoid |  | Rhombus | Rectangle |
| Line | Right Triangle | Angle | Equilateral Triangle | Segment |
| Isosceles Triangle | Perimeter | Scalene <br> Triangle | Square | Chord |

##  <br> ceometry <br> 

| Triangle | Rectangle | Chord | Segment | Line |
| :---: | :---: | :---: | :---: | :---: |
| Parallelogram | Right Angle | Isosceles Triangle | Scalene Triangle | Cube |
| Vertex | Angle |  | Rhombus | Side |
| Edge | Perimeter | Right Triangle | Volume | Area |
| Equilateral Triangle | Pyramid | Square | Plane | Sphere |



## $0, A$ 4 0 <br> ceometry <br> 

| Cylinder | Circle | Trapezoid | Ray | Rhombus |
| :---: | :---: | :---: | :---: | :---: |
| Line | Cone | Cube | Isosceles Triangle | Congruent |
| Equilateral Triangle | Side |  | Sphere | Pyramid |
| Volume | Vertex | Segment | Perimeter | Quadrilateral |
| Chord | Square | Right Triangle | Area | Parallelogram |

## $\begin{array}{ll}0 & A \\ 0 & 0\end{array}$ <br> Geometry <br> 

| Trapezoid | Circle | Edge | Sphere | Square |
| :---: | :---: | :---: | :---: | :---: |
| Symmetry | Equilateral <br> Triangle | Right <br> Triangle | Cylinder | Segment |
| Cube | Cone | Area | Perimeter |  |
| Plane | Scalene <br> Triangle | Triangle | Angle |  |
| Ray | Parallelo- <br> gram | Volume | Line | Congruent |
| lateral | Ans | Ans |  |  |



##  <br> Geometry <br> 

| Chord | Square | Ray | Right <br> Triangle | Pyramid |
| :---: | :---: | :---: | :---: | :---: |
| Side | Segment | Triangle | Cube | Perimeter |
|  | Scalene <br> Triangle | Parallelo- <br> gram | Spher | Rectangle |
| Rhombus | Quadri- <br> lateral | Equilateral <br> Triangle | Cylinder | Edge |
| Volume | Right <br> Angle | Line | Area | Trapezoid |

##  <br> ceometry <br> 

| Equilateral <br> Triangle | Line | Right <br> Triangle | Square | Trapezoid |
| :---: | :---: | :---: | :---: | :---: |
| Cone | Rhombus | Cylinder | Parallelo- <br> gram | Edge |
| Scalene <br> Triangle | Segment |  | Symmetry | Isosceles <br> Triangle |


| Pyramid | Area | Perimeter | Ray |
| :---: | :---: | :---: | :---: |
| Sphere | Congruent | Right <br> Angle | Quadri- <br> lateral |




| Quadri- <br> lateral | Perimeter | Trapezoid | Edge |
| :--- | :---: | :---: | :---: | Side



| Symmetry | Square | Cone | Ray |
| :---: | :---: | :---: | :---: |
| Volume | Cube | Equilateral <br> Triangle |  |
|  |  |  |  |


| Congruent | Sphere | Area | Circle |
| :--- | :---: | :---: | :---: | Triangle

##  <br> Geometry <br> 

| Isosceles <br> Triangle | Volume | Segment | Angle |
| :---: | :---: | :---: | :---: |
| Pyramid |  |  |  |
| Right <br> Triangle | Area | Rectangle | Line |
| Parallelo- <br> gram | Side | Circle |  |


| Symmetry | Vertex | Trapezoid | Cone | Cube |
| :---: | :---: | :---: | :---: | :---: |
| Square | Triangle | Rhombus | Right <br> Angle | Perimeter |

##  <br> Geometry <br> 

| Plane | Chord | Angle | Scalene <br> Triangle | Area |
| :---: | :---: | :---: | :---: | :---: |
| Cube | Right <br> Angle | Quadri- <br> lateral | Sphere | Right <br> Triangle |
| Congruent | Ray |  | Line | Square |


| Pyramid | Rectangle | Trapezoid | Segment |
| :---: | :---: | :---: | :---: | Side


| $\qquad$ |  |  | $\cdots$ |  |
| :---: | :---: | :---: | :---: | :---: |
| Cone | Angle | Quadrilateral | Circle | Equilateral Triangle |
| Line | Perimeter | Rhombus | Plane | Symmetry |
| Right Triangle | Pyramid | $4(235)$ | Segment | Congruent |
| Right Angle | Triangle | Scalene Triangle | Cube | Cylinder |
| Chord | Volume | Area | Edge | Side |



| Triangle | Quadri- <br> lateral | Volume | Congruent | Angle |
| :--- | :---: | :---: | :---: | :---: |
| Right <br> Triangle | Plane | Square | Chord | Circle |
| Perimeter | Cylinder | Segment |  |  |


| Edge | Sphere | Scalene <br> Triangle | Equilateral <br> Triangle | Trapezoid |
| :---: | :---: | :---: | :---: | :---: |



| Right <br> Triangle | Sphere | Perimeter | Area | Equilateral <br> Triangle |
| :--- | :---: | :---: | :---: | :---: |
| Isosceles <br> Triangle | Square | Chord | Quadri- <br> lateral | Plane |


| Symmetry | Triangle | Line | Cube | Vertex |
| :--- | :--- | :--- | :--- | :---: |



| Right <br> Angle | Plane | Quadri- <br> lateral | Cone |
| :--- | :--- | :--- | :--- | Square


| Congruent | Edge |  | Side | Equilatera Triangle |
| :---: | :---: | :---: | :---: | :---: |


| Perimeter | Rhombus | Volume | Vertex | Ray |
| :---: | :---: | :---: | :---: | :---: |
| Chord | Rectangle | Scalene <br> Triangle | Right <br> Triangle | Triangle |

##  <br> ceometry <br> 

| Congruent | Parallelo- <br> gram | Segment | Cone | Cube |
| :---: | :---: | :---: | :---: | :---: |
| Angle | Rectangle | Perimeter | Isosceles <br> Triangle | Square |
| Sphere | Ray |  | Side | Cylinder |
| Volume | Trapezoid | Vertex | Line | Rhombus |


| Right <br> Triangle | Triangle | Area | Quadri- <br> lateral |
| :---: | :---: | :---: | :---: | Symmetry

##  <br> ceometry <br>  <br> 0

$\left.\begin{array}{|c||c||c||c||}\hline \text { Circle } & \text { Sphere } & \text { Rhombus } & \text { Line }\end{array} \begin{array}{c}\text { Isosceles } \\ \text { Triangle }\end{array}\right\}$

##  <br> Geometry <br>  <br> 0

| Vertex | Area | Symmetry | Perimeter |
| :---: | :---: | :---: | :---: | Plane

##  <br> ceometry <br> 

| Parallelo- <br> gram | Plane | Rectangle | Triangle |
| :---: | :---: | :---: | :---: | Vertex


| Congruent | Cube | Angle | Rhombus | Square |
| :--- | :--- | :--- | :--- | :--- |



| Segment | Equilateral <br> Triangle | Scalene <br> Triangle | Right <br> Triangle | Trapezoid |
| :---: | :---: | :---: | :---: | :---: |
| Perimeter | Sphere | Side | Cone | Symmetry |

##  <br> Geometry <br>  <br> 0

| Ray | Rectangle | Trapezoid | Triangle | Scalene <br> Triangle |
| :---: | :---: | :---: | :---: | :---: |
| Cone | Right <br> Angle | Chord | Parallelo- <br> gram | Circle |
| Area | Equilateral <br> Triangle | Crsing | Cube | Isosceles <br> Triangle |
| Square | Quadri- <br> lateral | Line | Congruent | Right <br> Triangle |
| Perimeter | Rhombus | Plane | Symmetry | Angle |

