INSTRUCTIONAL STRATEGIES



Human Bingo

A quick icebreaker activity where students move around the room, share conversations, and work to identify traits in others.

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HUMAN BINGO

Summary

Human Bingo is an activity where students talk with classmates to identify traits they see in the bingo card squares. This can be used as an icebreaker by putting common traits in the squares like “rides a bicycle” or “listens to country music.” However, it can also be adapted for content areas. For chemistry, you can assign elements to students and put elemental traits in the squares. For English, you could assign literary characters to students and the character traits in the squares. There are many options for expanding this activity.

Procedure

1. Before the activity, print one copy of the provided template, or one of your own creations, for each student in the class. There should be at least three variations between them to prevent patterns from emerging too easily.
2. When you are ready to begin the activity, distribute the bingo cards to each student and make sure they have a pen or pencil.
3. Tell students they need to walk around the room and find someone who matches the description in one square. When they have located someone, have that person write their name on the square.
4. When a student has five squares in a row signed in any direction, they should shout, “Bingo!” The game immediately pauses, and the student who shouted will give the card to the teacher.
5. The teacher will read each square in the line along with the content and ask the person whose name appears in the square if they can verify the fact. If they all can, the student wins that round.
6. You can repeat for as many rounds as you would like or use different Bingo victory strategies like blackout or four corners.

Education World. (n.d.). BINGO template icebreaker.
https://www.educationworld.com/tools_templates/bingo.doc