

How Is Alphabet-Letter Bingo Played?

To play *Bingo*, give each player, pair, or team a unique *Alphabet-Letter Bingo Grid* containing the same letters as those on the *Caller Cards*. Their letters may be in the *same* or a *different* font or form (*upper- and/or lower-case, manuscript or cursive*) as those on the *Cards*.

In this *Alphabet Bingo/Lotto Tear-Off Pad*, most of the two-sided pages display four different *Grids* for the same set of letters. One player or group can play all four games, one after another—or the *Grids* can be cut apart to give out to *two* competitors, who get *two Grids* each.

On a surface, spread out the 9 or more *Caller Cards* face down or put the shuffled set in a stack or in a container.

1. One by one, pick up the caller cards and call out the name of each letter clearly. Players either "X-out" each letter that is called or—so the grids can be reused—place markers (pieces of paper, chips, buttons, beans, etc.) on the boxes as they hear those letters. Repeat each letter or have players say it aloud. If necessary, show each *Caller Card* and/or point to the letter on the board, an alphabet poster, or a wall chart.
2. The first person to cover a "Bingo line" (all the boxes in a horizontal row, a vertical column, or a diagonal) calls out "Bingo." That person is the winner if s/he can correctly tell the names of all the marked or covered letters in his/her *Bingo* line.
3. The winner of each game can be the caller for the next game. Players may want to use each *Grid* more than once—or, for variety, to use a new *Grid* for each game.
4. Alternatively, instead of using *Alphabet-Letter Caller Cards*, each participant in turn can call out a different letter—presumably one from his/her own *Grid*—for all players to mark or cover. This variation involves some "strategy." To avoid repetition, players can keep track of the letters that have been called by crossing them out in the list provided in the *Instructions* (printed in the long shaded box on the same page).
5. Alternatively at another time, instead of *calling out* the letters, write them on a board—one by one in various forms. For example, play one game with *upper-case block letters*, the next with *lower-case cursive*, etc. Players say the letters aloud while marking them on their grids.

English (Roman) 16-Box *Alphabet-Letter Bingo/Lotto Grid Aa-Zz*

Gg	Hh	Ss	Uu
Dd	Ll	Oo	Ww
Cc	Ii	Pp	Zz
Ee	Mm	Qq	Vv

English (Roman) 25-Box *Alphabet-Letter Bingo/Lotto Grid AaAa-ZzZz*

E	i	l	S	u
d	F	K	t	w
a	h	o	P	Z
B	J	M	r	y
C	G	n	q	U

The two (16- and 25-box) reduced-sized sample *Grids* above—from this *English-Roman Alphabet-Letter Bingo Tear-Off Pad*—include letters that correspond to (match) those in *any* set of 26 *Whole-Alphabet Caller Cards*.

All competitors in each *Alphabet-Letter Bingo* game should play on one or more *Grids* of the same size as everyone else's—of either 9 (3 x 3), 16 (4 x 4), or 25 (5 x 5) boxes each.

Before "competitive play" begins—and/or perhaps after a game, players may decide to examine the relevant materials, including the instructions and the listed letters on their *Grid* pages.

They might want to identify the *kinds* of letters, name them, and compare their various forms.

And they may choose to make use of—or learn from—the additional information on the accompanying *Caller Cards*.

How Can Participants Make Their Own Alphabet-Letter Bingo/Lotto Materials?

To continue practicing the English alphabet, language-learners that can print or write might begin an activity by making their own *Alphabet Letter Bingo/Lotto Grids*.

1. Each person divides a piece of paper or cardboard into the designated number of boxes—either 9, 16, or 25. To do so, s/he folds the paper or draws lines to create three, four, or five columns by three, four, or five rows. On by one, "dictate" the letters of a third or half of the alphabet or the whole alphabet A-Z—in (reverse) alphabetical or random order. Together, decide on the printing or writing style(s) to use: [a] *upper-case block letters*, [b] *lower-case block letters*, [c] *both upper-case and lower-case block letters*, [d] *upper- and/or lower-case cursive letters*, [e] a mixture of the 4 handwriting types, or [f] a style of choice. If possible and necessary, provide relevant printing or writing models for participants to copy. If the samples on some of the *Bingo-Letter Caller Cards* in this *Tear-Off Pad* do not suffice, display posters and/or provide worksheets that indicate the strokes of each letter with arrows in numbered sequence on top, (dotted) middle, and bottom guidelines. Or "penmanship paper" can be divided into *Grid* boxes with lines to write letters on.

If participants' grids contain only 9 boxes for 13 letters, they will have to omit four. On a 16-box grid, ten of the 26 letters should be left out; on a 25-box grid, only one letter will be missing. So that the *Alphabet-Letter Bingo/Lotto* grids differ from one another, everyone should place the dictated letters in random locations on their papers—not in the given order. They can decide if they want to put the first third or quarter or fifth of the given letters in the first column, the second group in the second column, etc. If not, they can simply print or write each letter in *any* box on their grids.

2. Once their *Letter Bingo/Lotto* grids are prepared, their creators can use them as they choose—such as to play *Bingo* or *Lotto* as suggested above or in other ways. Another possibility is to use *Letter-Bingo Grids* for "Tic-Tac-Toe." To do so, two players compete on any one grid. The first places an X on any one of its boxes, pronouncing the name of its letter. Naming a different letter, his/her opponent puts an O on that box. The game proceeds in this way until one person "claims" 3 (or 4 or 5) boxes in a line, column, or diagonal with either X-X-X (-X-X) or O-O-O (-O-O), or until there's a tie because there are no more moves to make.

Self-Created 9-Box *Bingo/Lotto Grid* of English (Roman) *Upper-Case Manuscript & Cursive Letters Aa to Ii*

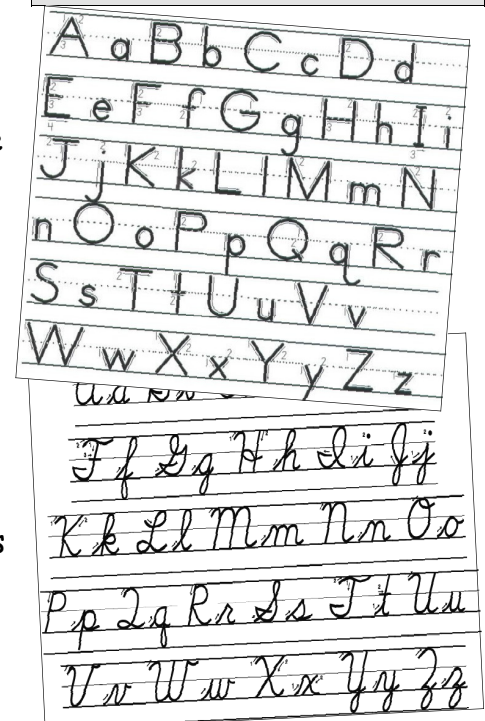
CC	EE	HH
AA	FF	II
BB	DD	GG

Self-Created 16-Box *Bingo/Lotto Grid* of English (Roman) *Handwritten Letters Aa to Zz in Random Order*

Gg	Hh	Ss	Uu
Dd	Ll	Oo	Ww
Cc	Ii	Pp	Zz
Ee	Mm	Qq	Vv

Above are some samples of the kinds of *Alphabet Grids* participants might create on their own—for use in *English Alphabet-Letter Bingo/Lotto* games or for other purposes.

Below are examples of the kinds of *block printing or cursive writing materials* available for *handwriting instruction or help*.

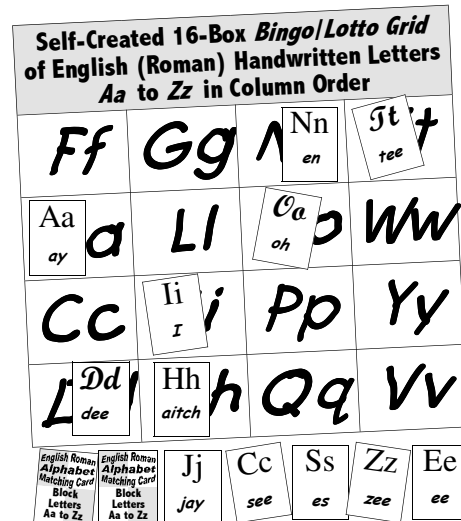


How Is Alphabet-Letter Lotto Different from Alphabet-Letter Bingo?

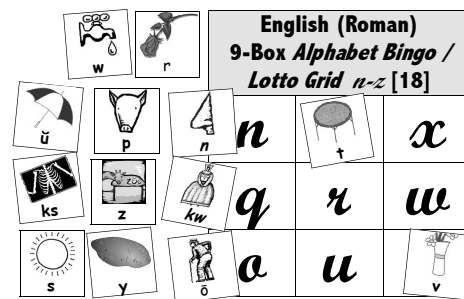
How does the game of *Alphabet-Letter Lotto* differ from *Alphabet-Letter Bingo*? In *Bingo*, players mark or cover items as they are called out; they try to be the first to “get” all 3, 4, or 5 boxes in a horizontal row, a vertical column, or a diagonal line. To win, they call out “Bingo.” The object of educational *Lotto* is similar, and the same *Letter-Grids* are handed out to competitors in pairs or small groups. However, there is no need for a *Caller* to shout out the letter names. Instead, here are some possible steps:

1. In a face-down stack, or spread out in the middle of the table, put one or two fewer sets of shuffled *Matching Cards* as there are players. Competitors in turn draw one possible *Matching Card* at a time from the stack or playing surface, turn it face up, and identify its letter. If the card is “a match” (the same letter in an identical or different form), that player places it on the appropriate box of his/her *Alphabet-Letter Lotto Grid*. If the drawn card does *not* match any of his/her letters, s/he places it face up in a “discard pile.” The next player may draw either the discarded *Card* or the next *Card* from the face-down stack.
2. The first person to cover a *Lotto* row, column, or diagonal on his/her *Grid*—or, if agreed upon ahead of time, the whole *Grid*—wins the game. S/he calls out “Lotto” and again identifies the letters.
3. Alternatively at another time, more advanced learners might try matching other kinds of *Cards*—such as the initial sounds of (pictures of) words with the letters on their *Lotto Grids*.

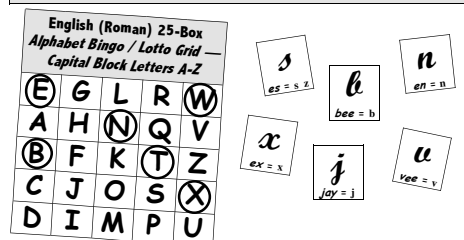
The very old form of educational *Lotto* described above has little to do with “the Lottery,” a form of gambling in which players try to win money by picking numbers from a large set, hoping they will be the same as the six numbers randomly selected by the lottery. Even so, perhaps language learners can devise a way of playing this kind of “Lotto” with their *Alphabet-Letter Lotto* materials. For instance, each participant might circle or copy six of the letters from his/her *Lotto Grid*. After six of the *Matching Cards* are drawn from a face-down stack or layout, the person with the most matches wins “first prize” or the game.



In *Letter Lotto*, players in turn draw face-down *Matching Cards* from a stack or surface, turn them over, name their letters, and place them on the matching letters on their *Lotto Grids*. The winner of each game is the first person to cover the letters in a horizontal row, vertical column, or diagonal line.



More proficient students could use their *Alphabet-Lotto Grids* to practice phonics or spelling. For instance, they might try matching the sounds of the names of pictures with the first letters of those words.



Could *Alphabet-Letter Lotto* materials be used to “play the Lottery?” After circling any 6 letters on their individual *Grids*, someone could draw 6 cards at random. Who “guessed” the most letters correctly?