

Number Bingo: 0 to 20

1 / 9

Listen for the number. Find it and cover it. Four in a row wins!

14	18	11	16
17	0	10	12
4	15	6	7
19	8	13	3



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Number Bingo: 0 to 20

2 / 9

Listen for the number. Find it and cover it. Four in a row wins!

11	5	17	9
16	12	7	18
0	19	2	1
8	14	6	10



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Number Bingo: 0 to 20

3 / 9

Listen for the number. Find it and cover it. Four in a row wins!

10	20	18	1
7	19	3	12
6	15	11	4
5	17	16	2



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Number Bingo: 0 to 20

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Frank covers. Cut them out: one page covers one board. Coins or buttons work too.



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Number Bingo: 0 to 20

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Frank covers. Cut them out: one page covers one board. Coins or buttons work too.



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Number Bingo: 0 to 20

6 / 9

Frank covers. Cut them out: one page covers one board. Coins or buttons work too.



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Number Bingo: 0 to 20

7 / 9

The caller's cards. Cut them out and shuffle them. Say the number; do not show the card.

0 zero	1 one	2 two
3 three	4 four	5 five
6 six	7 seven	8 eight



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Number Bingo: 0 to 20

8 / 9

The caller's cards. Cut them out and shuffle them. Say the number; do not show the card.

9 nine	10 ten	11 eleven
12 twelve	13 thirteen	14 fourteen
15 fifteen	16 sixteen	17 seventeen
18 eighteen	19 nineteen	20 twenty

How to play

1. **You need** a board for each player, a page of Frank covers for each board, and these cards, all cut out.
2. **Play.** Shuffle the cards. Turn one over and SAY the number, without showing it. Everyone finds that number on their board, says it back, and covers it. Four in a row wins: across, down or corner to corner.
3. **Why you say it and do not show it.** Shown a card, a child can match the shape without knowing the number. Hearing "seven" and finding 7 is the skill: knowing a number on sight.
4. **Not every number is on every board.** If a player does not have it, they wait for the next call. Ten minutes is plenty.



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For Grown-Ups: How to Use These Games

9 / 9

About ten minutes a game, for up to three players, once 0 to 10 are easy to find.

Why use it

Number recognition is naming a written number on sight and finding it among other numbers. Kindergarten standards ask children to read and write the numbers from 0 to 20. A game builds recognition better than flashcards, because your child finds the number among others, where a flashcard shows one at a time.

What it is good for

- Kindergarten: recognizing 0 to 20, the teen numbers included.
- Hearing a number and finding the numeral for it.
- Up to three players, one board each.

How to use it

1. Cut out the covers on pages 4 to 6, one page for each board, or use coins or buttons.
2. Cut out the caller cards on pages 7 and 8 and shuffle them.
3. Turn over a card and say the number aloud, without showing it.
4. Everyone finds that number on their board, says it back, and covers it.
5. Four in a row wins: across, down, or corner to corner. Not every number is on every board.

Try saying: "Fourteen. Is it a 1 and a 4, or a 4 and a 1? Find it and cover it."

Tip: Shown a card, a child can match the shape without knowing the number. Hearing fourteen and finding 14 is the skill.



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