

**grade A
classroom**



Keyword Bingo





Write down 12 keywords on the board.

These could be words from previous topics to include some retrieval practise.

Students draw a 3 x 2 grid in the back of their book

Students select 6 keywords from the list and write one in each box.

Read out a definition for one of the keywords.

If a student has the keyword that matches that definition, they can cross it off.

Continue until a student has completed 3 in a row and award a merit/sticker.

The game finishes when the first student finds all 6.

BINGO!