

Coin Bingo

1 Before you play

Cut out the 30 Coin Bingo cards. Cut out the 48 caller cards. One person will be designated the caller and the rest will play. Each player should have a Bingo card. Each player will also need a pile of coins, about eight each of pennies, nickels, dimes, and quarters. Players will use these coins to mark their cards.

Notice that symbols or pictures are repeated on the cards. Unlike regular Bingo, each player will have to make a decision about which square to mark. For example, if the caller announces “Penny” and the player has five spots on the card with “Penny” or “1¢,” then the player has to decide which one to mark. The player may mark whichever spot he or she chooses. Once the caller announces the next coin, the player may not change the decision. Once a player marks a spot, it is marked.

2 Play

Decide whether the caller will use coins or caller cards.

- If using coins: The caller will need a bowl of change, about a dozen each of pennies, nickels, dimes, and quarters. There should be an equal number of each type of coin. The caller should reach into the bowl without looking (or feeling carefully) and pull out one coin. The caller should announce the coin by holding up the coin for everyone to see. Optionally, the caller may say the name of the coin out loud. Any player who has a symbol or picture corresponding to the announced coin should mark that space on the player’s card with the corresponding coin from the player’s pile of coins. The caller will lay the coin down, maintaining a neat row of announced coins for winner verification later. After giving all players time to mark their cards, the caller reaches into the bowl again and pulls out another coin. This process continues until a winner calls “Bingo!”
- If using caller cards: The caller should shuffle the cards, then pull a card from the top of the pile. The caller will read the card aloud to announce a coin. Any player who has a symbol or picture corresponding to the announced coin should mark that space on the player’s card with the corresponding coin from the player’s pile of coins. After giving all players time to mark their cards, the caller selects the next card from the pile and reads it aloud. The caller will lay the coin down, maintaining a neat row of announced coins for winner verification later. This process continues until a winner calls “Bingo!”

The player's goal is to cover four squares in a row: vertically, horizontally or diagonally. When a player has a full row covered, the player should call out "Bingo!" (The first to do so is the winner.) After the player calls "Bingo!" the player should show the card to the caller who will verify that the marked spaces correspond to coins that the caller announced. Be careful when moving the card not to bump or move the coin markers.

Here is a possible modification for older students: instead of announcing "Bingo!" the student must announce the value of the coins in the filled row. For example, if the student had marked, in a row, a penny, a nickel, a nickel, and a quarter, then the student would call out "36!" instead of "Bingo!" The marked card and sum would have to be verified for the student to win.

Another possible modification for older students: at any point in the game, the teacher may pause play and ask students for the total value of marked spots on players cards. Players may work in pairs to verify each others' total values. (It is possible for these values to be different. However, many total values will match, especially early in the game.)

3 Standards

This activity provides drill for young students learning the names and values of coins. The activity is related to the following Tennessee standards.

K.MD.B.3 Identify the penny, nickel, dime, and quarter based on their attributes (size and color) and recognize the value of each.

1.MD.B.4 Count the value of a set of like coins less than one dollar using the ¢ symbol only.

2.MD.C.8 Solve contextual problems involving amounts less than one dollar including quarters, dimes, nickels, and pennies using the ¢ symbol appropriately. Solve contextual problems involving whole number dollar amounts up to \$100 using the \$ symbol appropriately.

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Adapted from "Zero Bingo!" by Chris K. Caldwell.

Penny

Nickel

Nickel

Nickel

Nickel

Nickel

Nickel

Nickel

Nickel

Nickel

Nickel

Nickel

Nickel

Dime

Quarter

1

1

1

1

1

1

1

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