

OCEAN Bingo!!

Supplies:

- 40 OCEAN bingo cards
- yellow bingo markers
- white bingo caller cards

Objective:

To get students thinking about the variety of life in the ocean. Students will use listening and puzzle-solving skills to figure out the bingo clues.

Instructions:

1) Start by conversing with students about why the ocean is important, and how diverse it is.

Why is the ocean important?

- food chain/web, plankton provides oxygen, water as a resource, industries (crabbing, shrimping, etc)

What are some risks to the ocean?

- pollution (chemical and other), over fishing, introduced species

2) Hand out OCEAN bingo cards (there are 40 of the green playing cards)

- Categories:

O – On the bottom (benthic)

C – Crustaceans

E – Everything Else! (an assortment of creatures that are odd, little known, etc)

A – Above the water (not necessarily aquatic, but associated with the ocean)

N – Nektonic (the free swimmers)

- of course, there is some overlap of categories (e.g. plenty of crustaceans are benthic, and thus could have been placed under O or C). But all creatures can only be found under one category for this game (e.g. Blue Crab will always be found under C, and not under O)
- Not all creatures in the clues are on everyone's card. There are 7 possible creatures in each category, and only 5 on the boards.

3) There are two ways to use the bingo chips (in the white envelope)

1) Pull out the card and read the animal name. Students can find the animal and tell which category it is under. You may read the information on the back if you wish to supplement. OR

2) Pull out the card, and read only the verbal clue. Students can look at their animals and guess which one you have selected. If need be, you can also give them the category to limit their search.

4) Once a creature has been called, set it aside (so you can double check the claimed OCEAN bingo calls!)

Students place a yellow square over creatures that have been called (and always one over the free space in the middle of the card).

5) Bingo can be any direction you like. You can set limits (i.e. only diagonal bingo's count), or have any direction count (horizontal, vertical, diagonal). You can even try to complicate it by limiting wins to the window pane. Whatever you like!

And of course, instead of yelling "BINGO", have the students yell, "OCEAN!"