

BINGO

1. Give one Bingo! card and four markers to each player. Decide who will be a caller.
2. Kids choose four pictures (or words), then cover them with their markers.
3. The caller calls out words for any of the pictures on the Bingo! card at random.
4. Kids uncover each of their chosen pictures (or words) that they hear the caller names.
5. The first person to uncover all four pictures (or words) calls Bingo!
6. He or she then becomes the caller and the game can be repeated.

DOMINO

1. Mix up domino tiles and place them all face down on the table. Players draw domino tiles at random and stands them in front of them so that their opponent cannot see them.
2. Choose one kid that will begin. He or she places one of their dominoes on the table. The next player must then place a matching domino next to the first one.
3. Throughout the game, players can match a domino to any one of the two open ends of the trail. When a player cannot match an end, they take a domino from the draw pile.
4. Continue taking turns putting dominoes on the table until someone wins. The winner is the first kid to get rid of all of their dominoes.

MEMORY

In the game of Memory, players try to collect pairs of matching cards.

1. All of the cards are placed face down on a flat surface
2. A player turns up two cards; if they match, they are collected by the player and he or she goes again.
3. If they don't match, the cards are flipped over and it's the next player's turn.
4. The player with the most matching sets of cards at the end of the game wins.

I SPY

The objective of the game is for the students to find words on the board game. The caller can say the item they have to look for, describe it or say the letter for what it begins.

For example, kids play in pairs or teams. In this game, there is one person asking questions (Player Q) and the other person answering questions (Player A).

Player Q says, I spy with my little eye something beginning with B.

Player A has to find the right box, then answer, for example, Here! A1.

Each correct answer gains one point. In the next round players change roles for further practice. The player with the most points at the end is the winner.