



LEARNING WITH ZINGO 123!

ABOUT THE GAME # of Players: All Grade: Pre K-1st grade Time:25 min Subject: Math

In Zingo! 1-2-3, players must match their numbered tiles to their corresponding challenge card. The first player with a full card wins the game by yelling “Zingo!” Two levels of play focus on counting and addition. The first level of play builds early number sense skills in young players as they associate digits with images and text and supports early math learning through counting and pattern recognition. The second level of play does this but also throws addition into the mix. The base game comes with 6 double sided cards that when copied on a sheet of paper, can be used for a group of 12 to play at the same time. We suggest copying in color and laminating these copies to use again. You can even double up on the copies to have 24 players use it at the same time! Because this is a bingo-based game, there will be variance on who gets a number at any given time so there is no worry about having multiples of the same card.

WHAT THE GAME TEACHES

One side of the Zingo! 123 cards is purely matching the name of a number with what is shown. This builds number sense in early learners, and sharpens the skills

of more advanced learners due to speed being a factor and a key component of winning the game. The other side of the cards is exactly like the first, but there is an addition symbol on each square that calls for the student to add two groups of objects together. The answer is not given on the card, so the students do need to know the correct sum before collecting the number when it comes up to be taken. At the basic level, Zingo! 123 teaches students to quickly understand the number that comes up and to correlate it with the name of that number on the card. At the advanced level, Zingo! 123 rewards fast addition in the head and good number sense.

EXAMPLE LESSON PLAN

Prep Time: 20 Min

Material Usage: Zingo 123 Cards and Zingo 123 number dispenser, marker or chit to use for the students to keep track of what space they have already gotten

Standards and Learning Objectives: Counting, simple addition, number sense, comparing, estimating, patterns, matching, word recognition, fine motor skills, coordination, following instructions, taking turns, and good sportsmanship (winning or losing).

Instruction: Make use of the premade Zingo! 123 cards in the game box by copying them. Make sure to use the appropriate side of the cards for your group. One side is practicing number sense, while the other side has addition. We suggest laminating your copies in order to reuse them. Pass out a copy to each student and tell them that they are to look at their card and if either of the numbers you hold up match what they need they are to either raise their hand, stand up, or whatever you choose. The idea is that they need to get your attention and whoever does it first gets a chit to place on that space. The person who fills their card up first will say "ZINGO!" That student is the winner!

Other ways to have fun with Zingo! 123

- If students need to get the wiggles out this game can be used to do just that! Set out the Zingo! 123 cards for the students as described previously. This time in order for the students to claim a number as theirs they must do a specific task, like 3 jumping jacks, hop on one leg 3 times, or go to a specific spot in the room. Whatever gets the wiggles out will work. For a student to call "Zingo!" they must do something crazy like spin around in a circle and say it loudly. Whatever works for your group will be great!

Making your own Zingo! 123 Cards Activity:

Use the worksheet provided to have the students create their very own Zingo! 123 Card!

Instruct the students that they will need to make a Zingo! 123 Card that has nine different numbers represented on their card with no repeated numbers. Use either side of the cards as an example for the students, and to show them the different shapes they can use. If they are having trouble with what type of shapes to use for their card, show them the "shape bank" on their worksheet and encourage them to make their shapes colorful, as this helps the eyes differentiate each shape and what group it belongs to.



MAKE YOUR OWN ZINGO 123 CARD!

NAME: _____

Shape Bank:

