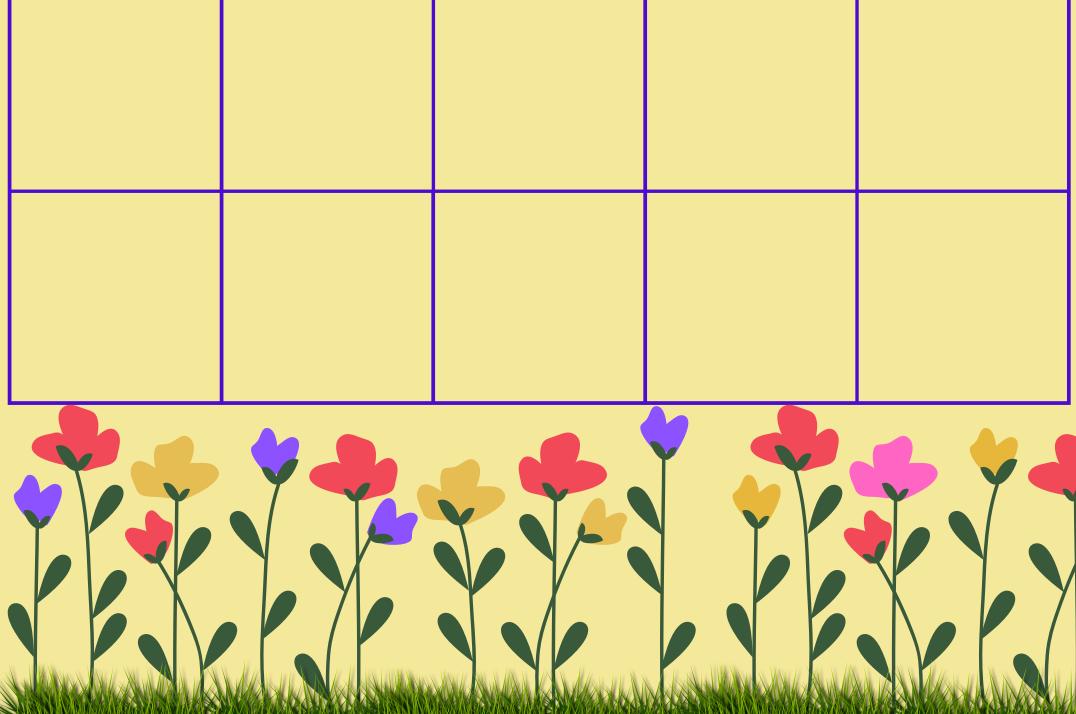


	Free	



Springtime Bingo Word List

- BEES
- SUN
- APRIL
- MAY
- MARCH
- RAINY
- GARDEN
- BLOOM
- TREE
- KITE
- SEEDS
- PLANTS
- RAINBOW
- BUNNIES

- BIRDS
- **BASEBALL**
- MOTHER'S DAY
- SPRING BREAK
- PICNIC
- EARTH DAY
- POLLEN
- BUTTERFLIES
- GROUNDHOG
- SUNSHINE
- ALLERGIES
- GRASS
- EGG HUNT
- BABY CHICKS

- BREEZE
- FARM
- **STRAWBERRIES**
- RADISHES
- PEAS
- ASPARAGUS
- EASTER
- CARROTS
- SQUASH
- ZUCCHINI

- WINDY
- DAY LIGHT SAVING
- TULIPS
- ST. PATRICK'S DAY
- SUNRISE
- MORNING DEW
- BLUE SKIES
- SPRING CLEANING
- HIKING TRAIL
- FLOWERS
- DAFFODIL



- BINGO IS A FUN GAME OF CHANCE THAT ANYONE CAN PLAY!
- THE GAME IS PLAYED ON A BINGO BOARD WITH 25 SQUARES. ONE SQUARE IS A "FREE" SQUARE, WHICH MEANS THAT YOU CAN USE IT TO COMPLETE ANY WINNING ROW.
- THE BINGO BOARD CAN BE USED FOR EACH SHPL FAMILY OR INDIVIDUAL PLAYER WITHIN AN SHPL FAMILY. YOU MAY PRINT OUT AS MANY BOARDS AS YOU HAVE PLAYERS.
- IF YOU'RE UNABLE TO PRINT A BINGO BOARD, SIMPLY DRAW A BOARD WITH 25 SQUARES ON A BLANK PIECE OF PAPER AND WRITE "FREE" IN THE MIDDLE BOX.
- BEFORE GAME NIGHT BEGINS, PLAYERS MAY FILL OUT THEIR BINGO BOARD BY RANDOMLY CHOOSING 24 OF THE WORDS FROM THAT WEEK'S "BINGO WORD LIST".
- IF YOUR BINGO BOARD IS NOT FILLED OUT, THE LIBRARIAN WILL GIVE YOU SOME TIME AT THE BEGINNING OF GAME NIGHT TO DO SO.

- THE LIBRARIAN WILL CALL RANDOM WORDS FROM THE "BINGO WORD LIST". IF THE WORD IS ON A PLAYER'S BOARD, MARK THE BOX BY CROSSING IT OUT OR BY PLACING AN OBJECT ON IT, SUCH AS COLORFUL CANDIES, CHEERIOS, OR SMALL TOYS.
- WHEN A PLAYER HAS MARKED A FULL ROW (STRAIGHT ACROSS, UP OR DOWN, OR DIAGONALLY) THE PLAYER YELLS OUT "BINGO" AND WINS THE GAME.
- THE WINNER WILL ALSO EARN A PRIZE THAT WILL BE AVAILABLE FOR PICKUP AT THE LIBRARY AFTER 2:00 P.M. THE NEXT DAY.

• HAVE FUN AND GOOD LUCK!



- KAHOOT IS FREE AND FUN!
- YOU DO NOT NEED TO DOWNLOAD AN APP OR REGISTER YOUR EMAIL ADDRESS TO PLAY KAHOOT.
- KAHOOT IS A TRIVIA GAME THAT ANYONE CAN PLAY. PLAYERS CAN ANSWER QUESTIONS AS A FAMILY OR INDIVIDUALLY.
- ALL YOU NEED IS A DEVICE TO DISPLAY THE QUESTIONS (THIS WOULD BE THE DEVICE THAT YOU USED TO JOIN THE GROUP CALL) AND YOUR "ANSWER DEVICE" TO ENTER YOUR ANSWERS TO THE TRIVIA QUESTIONS (A MOBILE PHONE, TABLET OR ANOTHER COMPUTER WILL DO).
- THE HOST WILL EXPLAIN THE PROCESS AND HELP ALL PLAYERS GET STARTED IF HELP IS

NEEDED.

- ON YOUR "ANSWER DEVICE", GO TO THE WEBSITE ADDRESS <u>KAHOOT.IT</u>.
- THE HOST WILL GIVE YOU A SPECIAL PIN SO YOU MAY ENTER THE GAME.
- ANSWER QUESTIONS BY SELECTING ONE OF THE COLOR CHOICES DISPLAYED ON YOUR "ANSWER DEVICE".
- LET THE FUN BEGIN!



- THE LIBRARIAN WILL PICK A HOUSEHOLD OBJECT AND PLACE IT IN A BAG.
- A CLUE WILL BE GIVEN ON WHAT IS IN THE BAG.
- PLAYERS WILL TAKE TURNS GUESSING WHAT IS IN THE BAG. THEY CAN ASK UP TO 10 QUESTIONS PER PLAYER.
- THE PLAYER WHO GUESSES THE OBJECT WINS THE GAME!





fow to Play Mystery Bag

- THE LIBRARIAN WILL PICK A HOUSEHOLD OBJECT AND PLACE IT IN A BAG.
- A CLUE WILL BE GIVEN ON WHAT IS IN THE BAG.
- PLAYERS WILL TAKE TURNS GUESSING WHAT IS IN THE BAG. THEY CAN ASK UP TO 10 QUESTIONS PER PLAYER.
- THE PLAYER WHO GUESSES THE OBJECT WINS THE GAME!
- PLAYERS CAN ONLY GUESS THE OBJECT WHEN IT IS THEIR TURN.







- THE LIBRARIAN WILL SHARE THE SCREEN WITH THE GROUP.
- A CLUE WILL BE GIVEN ON THE WORD OR PHRASE.
- PLAYERS WILL TAKE TURNS GUESSING LETTERS.
- IF A WRONG LETTER IS GUESSED, A PART OF THE HANGMAN'S BODY IS DRAWN. IF THE HANGMAN'S BODY IS COMPLETE, THE GAME IS OVER.
- THE PLAYER WHO GUESSES THE WORD OR

PHRASE BEFORE THE HANGMAN'S BODY IS COMPLETE WINS THE GAME!

• PLAYERS CAN ONLY MAKE A GUESS WHEN IT IS THEIR TURN AND ONCE THEY HAVE ALREADY GUESSED A LETTER.

