



¹ **bingo** \ biŋ-(,)gō\ *interj* 1. an exclamation announcing an unexpected or instantaneous event or result: "I was playing a game when all of a sudden, 'bingo', I had won."

² **bingo** *n, pl/bingos*: a game of chance played with cards having numbered squares corresponding to a second set of numbers drawn at random. The game is won by covering five such squares in a row.

Design a bingo game. Make cards with the standard 5 x 5 grid or fewer if you prefer. Put fractional or mixed number answers in the squares that correspond to a fraction (+, -, ×, ÷) problem you have written on a draw pile card. You might, instead, put the problems on the game cards and have the answers on the draw pile cards. You may wish to make many different kinds of problems that result in the same answer.

Play your game with some classmates.

Extension: *Design a more sophisticated bingo game. Consider putting two fractions in each grid of the game board as if it were a problem such as $(1/2 + 1/4)$, except leave out the function (+, -, ×, ÷) symbol. The square would look like this $(1/2 \quad 1/4)$.*

Read fraction or mixed number answers from the draw pile you have made. Let the players try to get the number called by any function that will work. For example, if $1/8$ were called from the draw pile, the player could make the square work by $1/2 \times 1/4 = 1/8$. If $3/8$ were called from the draw pile, this square could still be used because $1/2 + 1/4 = 3/8$.

Consider making rules so that a calculator could be used. Maybe a time limit would be useful. Be imaginative.

Play your upgraded bingo game with some classmates.