50 REVIEW GAMES GAME 25

Vocabulary Bingo

Watch the sign, find the word, sign it back

Vocabulary Bingo turns a familiar classroom game into ASL review. You sign a word without voicing or fingerspelling it; students find it on their cards and produce the sign themselves before marking the square. Every call is receptive practice, and every mark is expressive practice.

TIME NEEDED	GROUP SIZE	GRADE LEVELS
15–25 minutes	Whole class	Middle, High, College

01 Purpose & Objective

Review vocabulary through visual attention and meaningful ASL communication. The familiar format does useful work here: students already know how to play, so all of their attention goes to reading the signs rather than learning a game.

> *Students recognize, sign, and apply previously learned vocabulary while playing Bingo.*

02 Materials & Skills

Materials

- Bingo cards — filled or blank, on the next two pages
- Vocabulary calling cards
- Markers or chips

ASL Skills Practiced

- Receptive ASL
- Expressive ASL
- Vocabulary recall
- Fingerspelling

03 Setup

1. **Give each student a Bingo card.** Use the blank card on page four so every student's grid is arranged differently.
2. **Fill each square with lesson vocabulary.** Having students write their own cards is a review pass before the game even starts.
3. **Review the rules before beginning.** Above all: a square is not marked until the student has produced the sign themselves.

Before You Start

If every card carries the same words in the same order, the whole class wins at once. Scramble the arrangement between students — either by having them fill their own grids, or by printing several shuffled versions.

04 Sample Bingo Card

Twenty-five words, ready to print. Have students copy them into a blank grid in their own order.

B	I	N	G	O
APPLE	BOOK	DOG	CAT	SCHOOL
TEACHER	LIBRARY	HOSPITAL	FAMILY	RAIN
PIZZA	SOCCER	CAR	BICYCLE	COMPUTER
HAPPY	SAD	BREAKFAST	STORE	AIRPLANE
FRIEND	HOMEWORK	WATER	BIRTHDAY	WEEKEND

ALSO SEE

Many of these words also appear in **Game #23: ASL Pictionary** and **Game #18: Guess My Word** . One shared word list across three games gives students repeated encounters without repeated worksheets.

05 Blank Bingo Card

Print one per student. Twenty-five squares, or leave the center free and use twenty-four words.

B	I	N	G	O

06 Directions

1. The teacher signs a vocabulary word, without voicing or fingerspelling it.
2. Students locate the matching word on their cards.
3. **Before marking the square,** each student silently produces the correct ASL sign.
4. With five in a row, a student signs BINGO and verifies each word by producing its sign.
5. Extend the review by asking the winner to use three of their words in ASL sentences.

> **Challenge Mode**
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> Instead of signing the exact vocabulary, describe the concept in ASL and let students work out which word it is before marking. The game becomes comprehension rather than recognition, and it slows the pace in a useful way.

07 Variations

Beginning

Picture Bingo cards instead of written words.

Intermediate

Call short sentences rather than isolated vocabulary.

Advanced

Call descriptions or classifiers and let students infer the word.

08 Assessment Ideas

Observe students for:

- ☐ Receptive accuracy
- ☐ Vocabulary recall
- ☐ Visual attention across calls
- ☐ Sign production before marking
- ☐ Sentences during verification
- ☐ Participation after someone wins

The verification round at the end is the most useful minute of the game. A student can mark a square by matching letters; they cannot verify a line without producing five signs.

Paul's Best Practice

After every Bingo, spend two or three minutes reviewing the winning words in context. The follow-up conversation is often where the deepest learning happens, and it gives the rest of the class a reason to stay engaged once someone else has won.

The card is the game. The conversation afterward is the lesson.

Why It Works

Bingo combines repetition, anticipation, and active participation, which makes vocabulary review enjoyable while strengthening receptive and expressive ASL. The anticipation is the mechanism worth noticing: students watch every single call closely, including the ones that are not on their card, because they cannot know in advance which it will be. Few review formats hold that much attention for that many repetitions, and the required sign before each mark keeps it from becoming a matching exercise.

Quick Tips

- ✓ Create themed Bingo cards for each unit.
- ✓ Rotate student callers once the class knows the format.
- ✓ Save completed cards for future review sessions.
- ✓ Keep a list of which words you have called so verification is quick.
- ✓ Play on to second and third Bingo so the room stays in the game.

Continue Exploring

Next in the collection:

- **Game #26: Classifier Challenge**
- **Game #27: Build the Sentence**
- **Game #28: Vocabulary Charades**

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> **Extend the Activity**
>
> Let a student be the caller and require them to describe each word rather than sign it. Calling is harder than playing — the caller has to hold the word, choose a description, and read the room — and it turns the winner of one round into the teacher of the next.