Arithmetic Rack Bingo: 1 to 10

1	2	3	4	5
1 & 0	1 & 1	2 & 1	3 & 1	4 & 1

6	7	8	9	10
5 & 1	5 & 2	5 & 3	5 & 4	5 & 5

Caller's Card
Doubles and Five-plus

1	2	3	4	5
0 & 1	2 & 0	3 & 0	2 & 2	2 & 3

6	7	8	9	10
3 & 3	3 & 4	4 & 4	4 & 5	_____ *

*Caller's Choice: choose **6 & 4 / 7 & 3 / 8 & 2 / 9 & 1**

Arithmetic Rack Bingo: 1 to 10

1 1 & 0	**2** 1 & 1	**3** 2 & 1	**4** 2 & 2	**5** 3 & 2
6 3 & 3	**7** 4 & 3	**8** 4 & 4	**9** 5 & 4	**10** 5 & 5

Caller's Card

Doubles

1 0 & 1	**2** 1 & 1	**3** 1 & 2	**4** 2 & 2	**5** 2 & 3
6 3 & 3	**7** 3 & 4	**8** 4 & 4	**9** 4 & 5	**10** 10 & 0

Arithmetic Rack Bingo: 1 to 10

1	2	3	4	5
1 & 0	2 & 0	3 & 0	4 & 0	5 & 0
6	7	8	9	10
5 & 1	5 & 2	5 & 3	5 & 4	5 & 5

Caller's Card
Five-plus

1	2	3	4	5
0 & 1	0 & 2	0 & 3	0 & 4	0 & 5
6	7	8	9	10
6 & 0	7 & 0	8 & 0	9 & 0	10 & 0

Arithmetic Rack Bingo: 1 to 10				
X				X
		FREE		
X				X

Write the numbers from 1-10, in random order
(use each number 2 times)

Arithmetic Rack Bingo: 11 to 20				
11 6 & 5	12 6 & 6	13 7 & 6	14 7 & 7	15 8 & 7
16 8 & 8	17 9 & 8	18 9 & 9	19 10 & 9	20 10 & 10

Caller's Card
Doubles, 10+, and 5+

11 10 & 1	12 ☐ 7 & 5 ☐ 10 & 2	13 ☐ 8 & 5 ☐ 10 & 3	14 ☐ 9 & 5 ☐ 10 & 4	15 10 & 5
16 10 & 6	17 10 & 7	18 10 & 8	19 10 & 9	20 10 & 10

Arithmetic Rack Bingo: 11 to 20

11	12	13	14	15
8 & 3	9 & 3	9 & 4	8 & 6	9 & 6
16	17	18	19	20
9 & 7	7 & 10	8 & 10	9 & 10	10 & 10

Caller's Card

11	12	13	14	15
7 & 4	8 & 4	5 & 8	5 & 9	7 & 8
16	17	18	19	20
8 & 8	8 & 9	9 & 9	10 & 9	10 & 10

Arithmetic Rack Bingo: 11 to 20

X				X
		FREE		
X				X

Write the numbers from 11-20, in random
order (use each number 2 times)

Arithmetic Rack Bingo

Materials:
Bingo board for each player
Caller's Card for the caller

Number of players: 3 to whole class

Directions:

Designate who will be the caller (teacher or a student). Decide which game to play (standard patterns or non-standard patterns). Caller fills out Caller's Card, planning which configurations will be used during the game.

All other players fill in a blank bingo board with the numbers from **1 to 10** <u>or</u> **11 to 20** (each number will be on the board twice). Numbers should appear on the board in random order, not sequentially.

Caller decides which number to build first, conceals the arithmetic rack and makes a pattern for the chosen number. At this point the caller can…
    …display the rack for players to view. (easier)
    …flash the rack for 3-5 seconds. (more challenging)

Players determine the number of beads on the rack and cross out the corresponding number on their bingo card. (Caller uncovers the rack if the beads were flashed so players can verify their answer.) Caller may ask one student to explain how they knew the number.

Caller crosses out the number that was played, and chooses another number for the next round.

Play continues until one player gets the predetermined winning configuration. Options include:
  • five in a row (5)
  • all the outside boxes (12)
  • all the inside boxes (8)
  • a "t" pattern (8)
  • an "x" pattern (4)