

DICE BINGO

ACTIVITY GUIDE

BEGINNER VERSION

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**Julia Robinson
Mathematics
Festival**

Materials and Setup

Per table (assuming 5 pairs of students per table), you will need:

Per Table		Material Preparation	
5 dice			
200 bingo chips			
5 copies of Instructions	1 page each		p. 5
10 copies of Bingo Cards	2 pages each <i>can be printed double-sided</i> <i>NOTE: The Bingo Cards for the regular version and beginner version are identical, so you only need to print the cards in this PDF (p. 6 to 7, if you don't already have copies of the regular version. However, you will need to print the instructions (p. 5), as they are different.</i>		p. 6-7
1 copy of Table Sign	1 page <i>print on cardstock for sturdiness</i>		p. 8
10 dry erase plastic sleeves			
10 dry erase markers			
10 dry erase marker erasers			

Per Table		Purchasing Materials	
5 dice	pack of 110 for \$6.98		
200 bingo chips	pack of 250 for 7.19		
dry erase combo	30 piece set for \$22.99		Set comes with 30 plastic sleeves, 30 markers with erasers, and 4 extra erasers.
5 plastic sheet protectors	pack of 100 for \$6.50	pack of 500 for \$26.99	These are recommended in order to protect the documents that students will be handling.



What does “beginner version” mean?

This version of Dice Bingo was created with PreK - 2nd grade students in mind. However, “beginner” does not mean “easy,” and this version of Dice Bingo can be an effective way to engage students of any age who:

- Have strong math anxieties
- Don’t feel confident with math or math puzzles
- Have learning differences
- Want a gentler start to the activity

Older students and parents at our events often engage with this beginner version and move on to the [regular version](#) when they feel ready.

Objective

Be the first player to get three numbers in a row on their bingo card.

Rules:

1. Write a number from 1 to 6 in each square. Numbers can be written more than once.
2. Players take turns rolling 1 die. If either player has the number on their card, they place a bingo chip on it.
3. Each turn, players can only place one bingo chip, even if they have the same number more than once.
4. The first player to get 3 numbers-in-a-row horizontally, vertically, or diagonally wins.

Materials

Each Dice Bingo table should be prepped for 5 stations of two students.

Each station needs:

1. 1 die + about 40 bingo chips.
2. Dice Bingo instructions.
3. Dice Bingo cards in dry erase plastic sleeves.
4. 2 dry erase markers and erasers.

How to Play

Introduce the activity without overexplaining it and without telling what strategies students might want to use. As much as possible, avoid giving away answers. Students should be encouraged to explore, experiment, and learn from their mistakes.



1. In pairs, have the students write 6 numbers (use only 1 through 6) on their card with the goal of creating a bingo card that would beat their opponents.
2. Explain the rules and have them play.

Standards

1. Make sense of problems and persevere in solving them. CCSS.MP1
2. Construct viable arguments and critique the reasoning of others. CCSS.MP3
3. Model with mathematics. CCSS.MP4

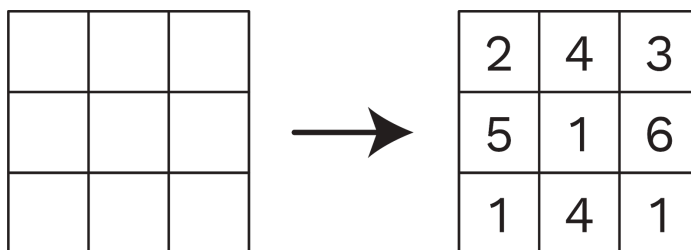
Asking Good Questions

1. Ask questions about confidence.
 - a. When a student asks you “Is this right?”, instead of saying “yes” or “no” right away, ask them how confident they are in their answer. Here are some examples:
 - i. “Maybe. What do you think? How confident are you?”
 - ii. “On a scale of 1-5, how confident are you in your answer?”
 - b. If a student is not confident in their answer, follow up by asking “What would help you feel more confident in your answer?” or “Why do you not feel confident?” This helps you determine how best to help the student through their explorations.
2. Ask students about choices.
 - a. When a student is stuck or shows you a wrong answer, instead of jumping in and showing the student the correct answer, start by asking about the choices that the student made along the way. Here are some suggested steps to follow:
 - i. Start from the beginning.
 - ii. Ask students to show you what they’ve tried so far.
 - iii. When the student gets to a point where they have different choices, ask the student “What other choices can you make here?”
 - iv. Have the student make a different choice and try to solve the puzzle. This helps the student see that they have the power to make different choices during an activity, and they’ll start to do this on their own in the future.
 - v. If you’re familiar with the puzzle or a particular solution, stop the student only when a different choice will help them get to the solution. This will help them feel successful faster without you giving away too much of the answer.
3. Ask students about strategies.
 - a. If a student is getting into the activity and has been doing it for a while, ask the student if there are any strategies they’ve come up with to help them solve the puzzle or win the game.
 - b. Follow up by asking if they think their strategies will work for all puzzles and/or larger puzzles, more complex puzzles, etc. Have the student explore more complex puzzles to test out their strategies.

Dice Bingo Instructions (Beginner Version)

1. Write a number from 1 to 6 in each square. You can write the same number more than once.

1, 2, 3, 4, 5, 6



2. Take turns rolling **1 die**. If you or your partner have that number, place a bingo chip on it.
3. Each turn, you can only place one bingo chip, even if you have the same number more than once.
4. The first player to get 3-in-a-row horizontally, vertically, or diagonally wins.

Player 1

2	4	3
5	1	6
1	4	1

Player 1 wins!

Dice Bingo

3x3 Bingo Card



BEGINNER

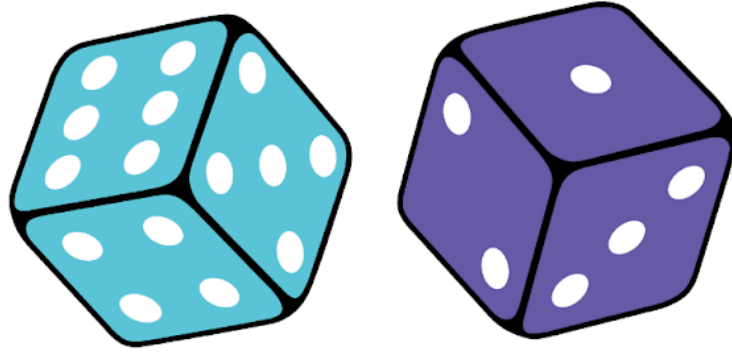
Dice Bingo 4x4 Bingo Card



BEGINNER



Play for free at
jrmf.org/puzzle/dice-bingo



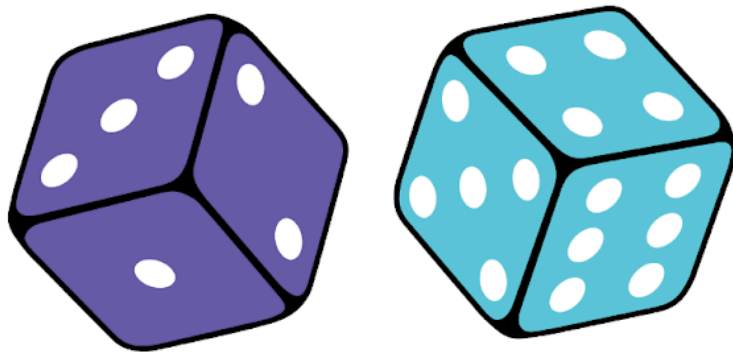
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