## It $\square$

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## On-line resource instructions.

Use your interactive white board to play Maths bingo with your students. If you use the printable bingo books provided for this resource the program can instantly check which numbers have been called on which book and provide a picture of that book with the appropriate numbers marked, saving time when a student calls Bingo!

The books are based on the method that real (British) Bingo books are made from and as such have 15 numbers from 1 to 90 . This is to provide flexibility - but beware a game to a full house could take some time. Shorter games based on line completion, or first to tick off 5 numbers may well be better in a plenary.

Questions are aimed roughly at around Level 3-4. If demand requires it harder or easier question banks could be added. Leave a comment under this resource's comment section on the website.

A useful tactic is to keep a selection of the books printed. If you find yourself with time to fill a game of bingo often goes down well.


## Buttons

Next question: The next question will roll across the top of the screen, providing the students with the question visually.

Toggle Cover: All called numbers are illuminated on the number grid. If you are letting the students see the question on the IWB this button toggles the cover to hide the grid; preventing the answers being given.

Restart Game: Everything is cleared. Answers, questions, books. Be sure you want to do this.

Check Book: Select the book number you wish to check. Then click this button. A picture of that book will be
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## shown. Any numbers on that book called already will be circled in red. Click the book to remove it.












