

Fun Classroom Activities Template

These classroom activities can help make learning more exciting for students. Help students retain information while they have fun using our bingo or matching game templates.

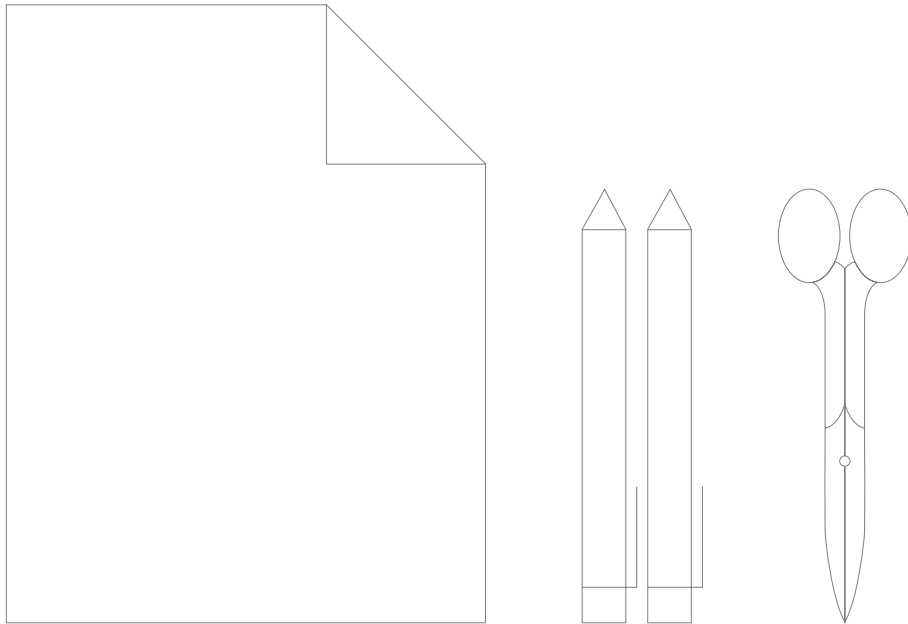
Templates Include:

- 3 Bingo Cards**
- 7 Matching Game Cards**



Activities Template

Help make learning fun with our activity templates.



What You Will Need:

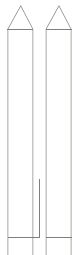
Hammermill® Premium Color Copy Cover 100 LB.
Scissors

Note: This activity involves using scissors. Have an adult cut out the templates for any little ones.

Bingo Boards

Bingo is easy to play and can help students retain information before a test. Everyone knows how to play bingo, and the boards are not difficult to set up, making it an easy choice for teachers. Teachers can create a bingo board to help students study for just about every subject.

B	I	N	G	O
		Free Space		



Instructions

Bingo Boards

1. Fill in the spaces in the bingo card templates with either words or pictures. Be sure to make the arrangement of words and pictures different on each card.



2. Print the card templates out, and hand them out to your students.



3. Call out the definition, word, phrase or question.



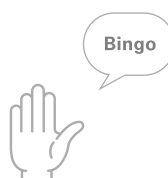
4. Students must then identify the word or picture on their bingo card and cover the space.



5. If a student has all words or pictures covered diagonally, across a row or vertically in a column, they should call BINGO.



6. First person to call BINGO and identify the correct words or pictures wins.



B	I	N	G	O
		Free Space		

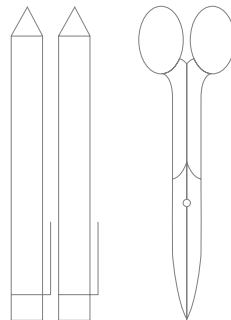
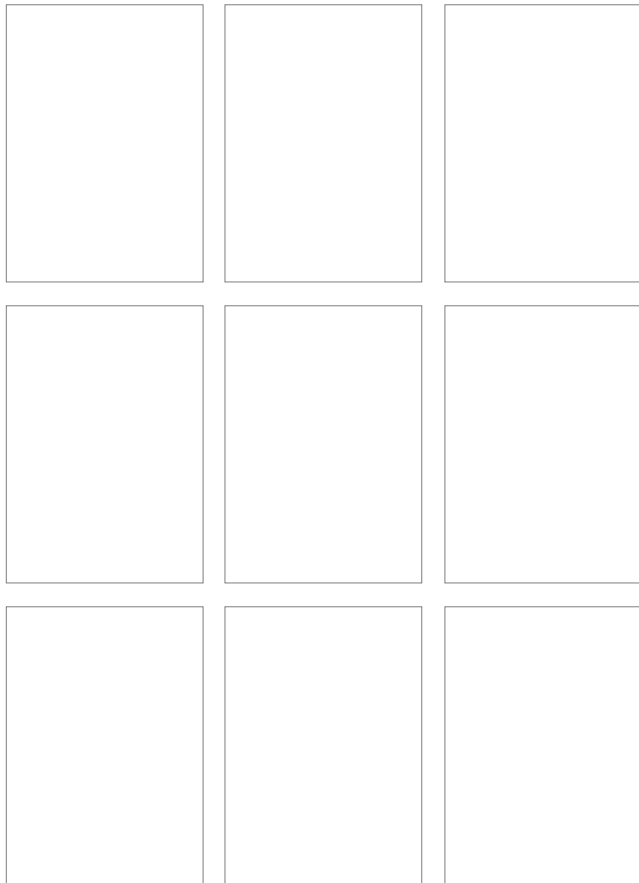


B	I	N	G	O
		Free Space		



Matching Card Game

A matching card game is a great way to have students study for tests or exams. The game requires students to concentrate, and can be used for just about every subject.



Instructions

Matching Card Game

1. Use our card templates to put answers on one set of cards, and then the corresponding questions on another set. You can also use images and include their corresponding definitions below each image. To do this, ensure every card has an identical match.



2. Print the cards out, and then shuffle the cards.



3. Lay the cards out face down in rows.



4. Each student will then take turns turning over two cards.



5. If the two cards match, the student will keep them.



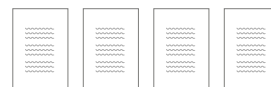
6. If they don't match, have the student turn them back over.



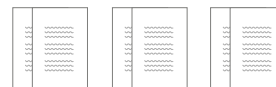
7. Students should try and remember what was on each card and where it was located.



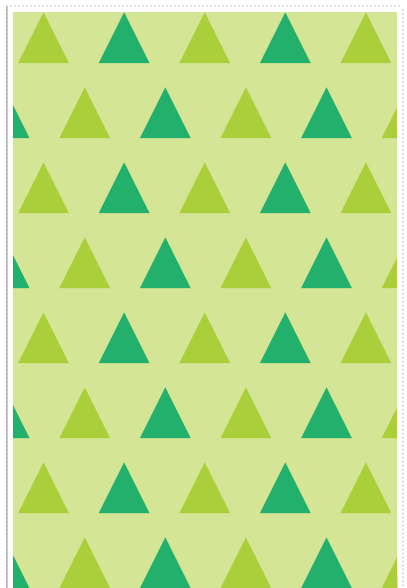
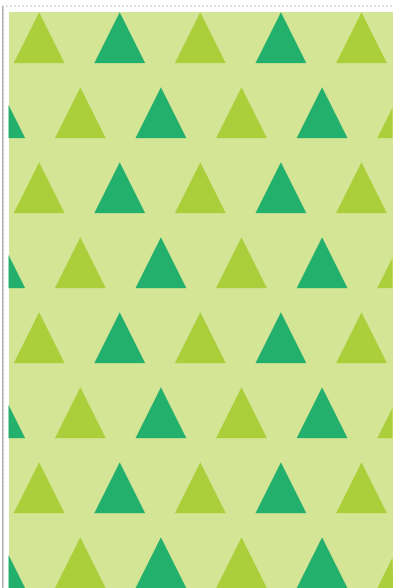
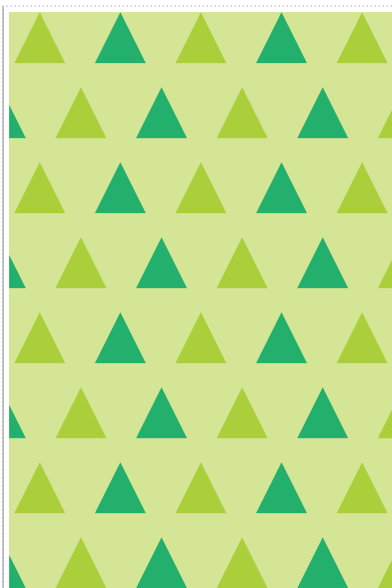
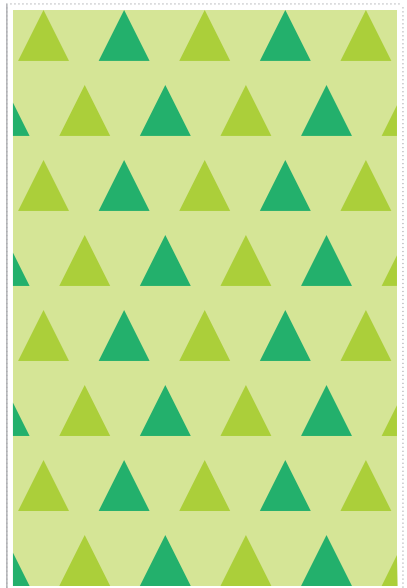
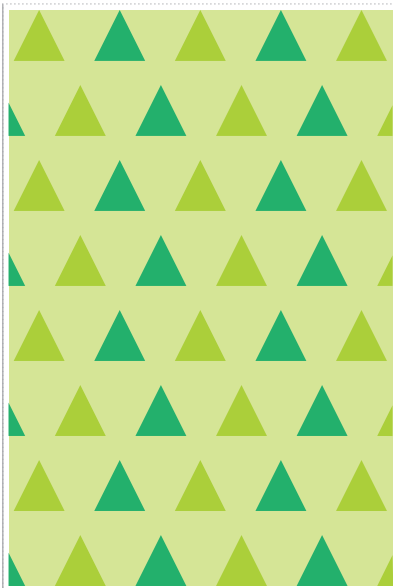
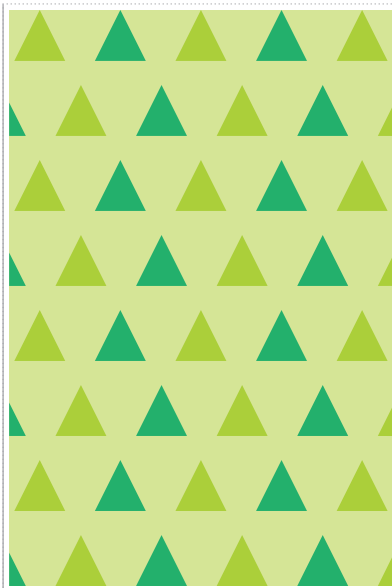
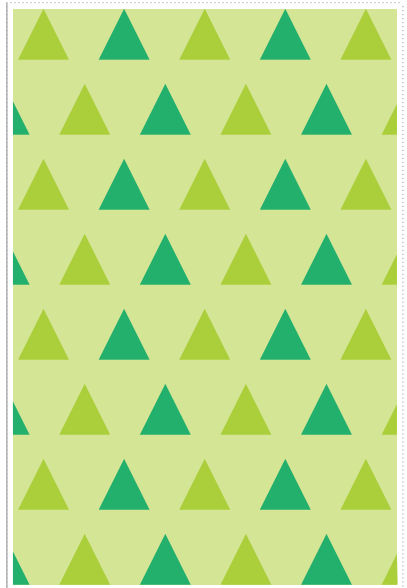
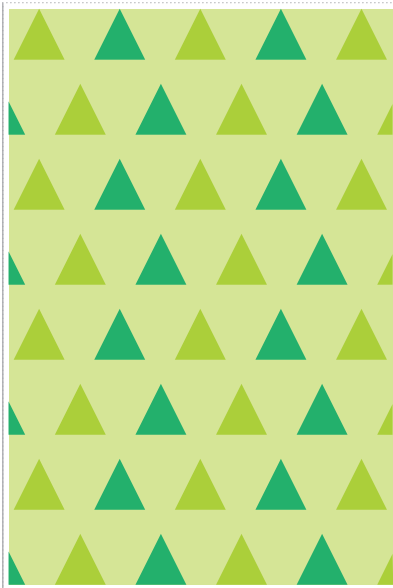
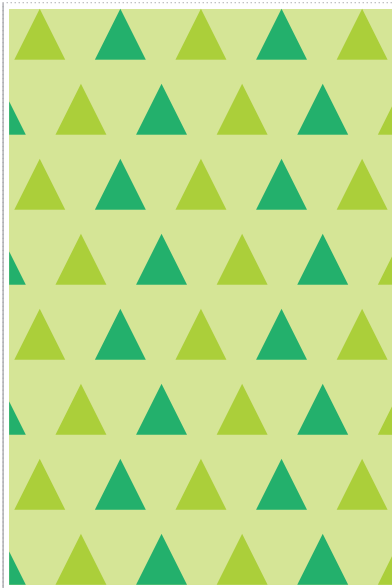
8. The game is over when all the cards have been matched.



9. The students with the most matches wins.



Question Card 2"x3"



Answer Card 2"x3"

