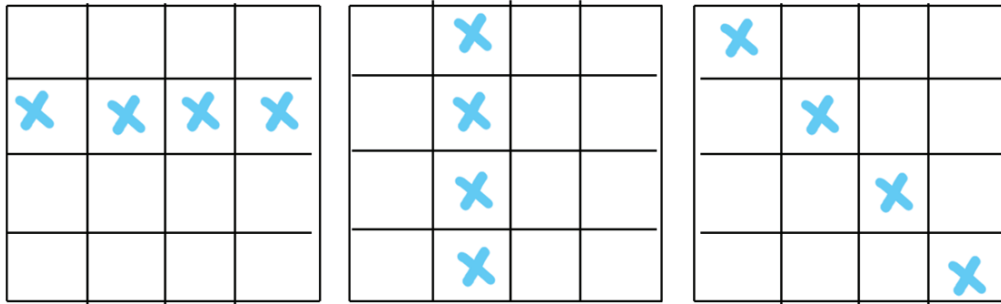


Spin to Win Bingo

Object of the Game

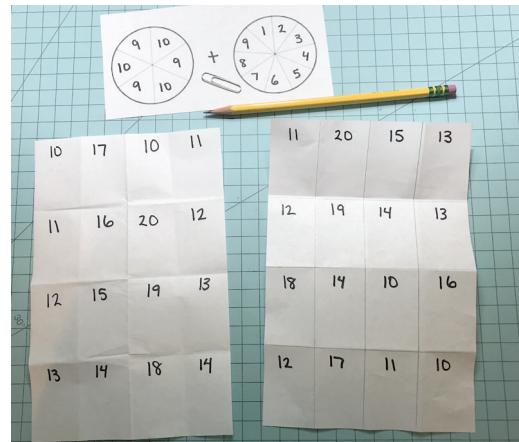
Be the first player to claim 4 spaces in a row, column, or on the diagonal to win the game.



Three ways to win!

Materials

- A Spin to Win spinner (9s & 10s and numbers 1–9) *Print the Spin to Win spinner, make your own, or use a digital spinner like the one at <https://www.nctm.org/adjustablespinner/>.*
- 2 Bingo boards (1 for each player)
Print the Bingo boards or use paper and pencil to make your own.
- Pencil, pen, crayon, or marker and a paper clip or safety pin to use with the spinner



Skills

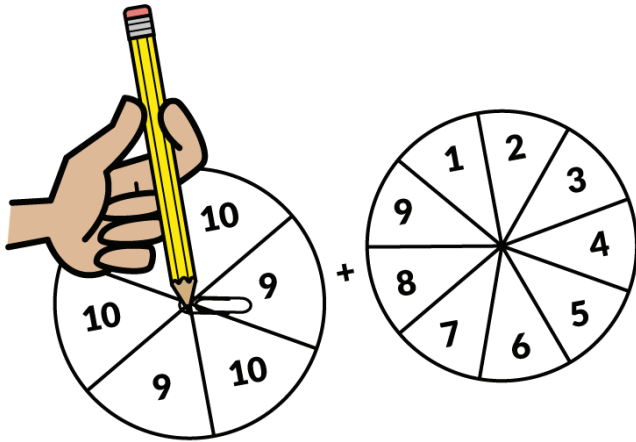
This game helps us practice:

- Math facts (adding 9 and 10 to single-digit numbers)

How to Play

1. Get ready to play:
 - » Print or draw a bingo board. If making your own boards, you can copy the boards shown or write numbers from 10–20 in random order filling all of the boxes. You will need to repeat some of the numbers to fill all of the boxes.
 - » Decide who will go first.

- Player 1 spins the 9 & 10 spinner and the 1–9 spinner, then adds the two numbers to find the sum.
- If the number that matches the sum is on the bingo board, the player writes the combination in the box under the correct number.



SPIN TO WIN BINGO B Sam			
11	20	15 9 + 6	13
12	19	14	13
18	14	10	16
12	17	11	10

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Sam: I spun 9 and then 6, and $9 + 6$ is 15, so I'll write $9 + 6$ under the 15 on my board.

- Player 2 takes a turn spinning the spinners, adding the two numbers, and writing the combination on their board, if possible.
- Players continue spinning the spinners and claiming spots on their bingo boards.
 - » Each player can claim only 1 space per turn.
 - » If players spin two numbers that equal a number they've claimed before, they write the combination in another box with that answer. If none of the other boxes have that answer, players wait for their next turn.
- The first player to get four spaces in a row, column, or on the diagonal calls, "bingo!" and wins!
- Have fun!

Tips for Families

- If you want to reuse the bingo boards, use small objects such as dried beans, buttons, coins, paper scraps, or small toys to claim the space on the board, and write the number combinations on a sheet of scratch paper.
- Talk about strategy during the game. Ask: *What number do you hope to get on your next turn? What would you need to spin to get it?*

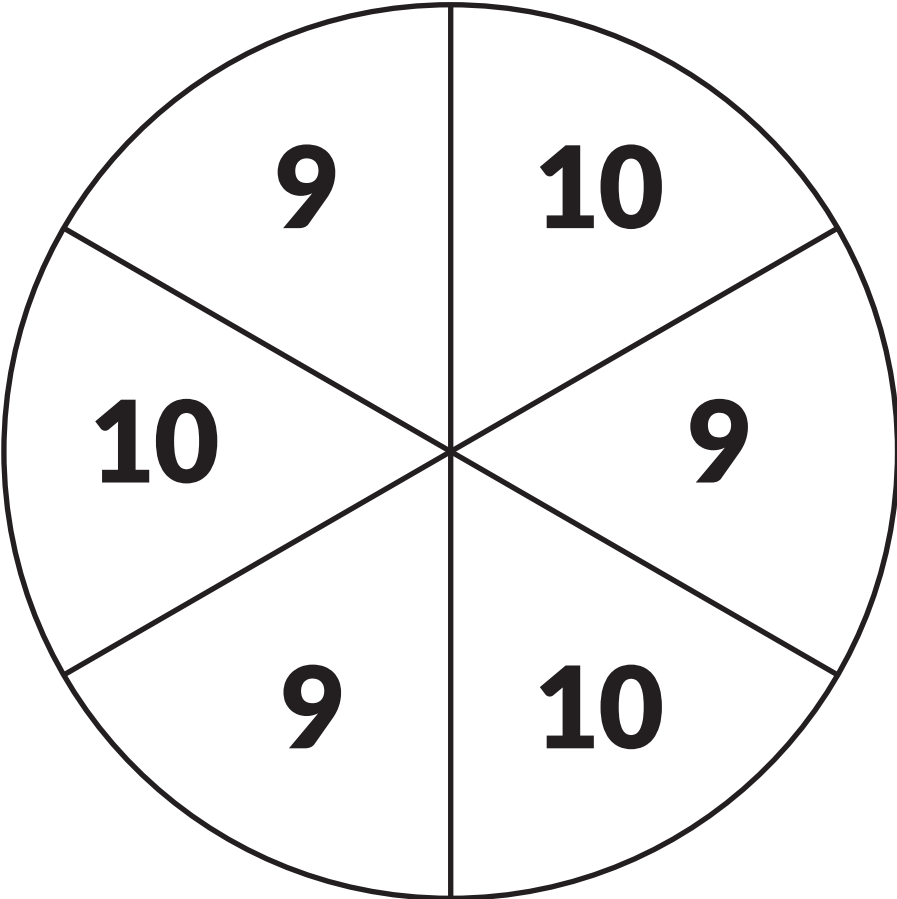
- If your child needs support solving the problems, here are some ideas to think about:
 - » Adding 10s: $6 + 10$ could be solved by thinking, *I know 10 and another number is a teen number; 10 and 6 is 16.*
 - » Adding 9s: $6 + 9$ could be solved by thinking, *If $6 + 10$ is 16, then $6 + 9$ is 1 less, or 15, or If I take 1 from the 6 and give it to the 9, I'll have 5 and 10 – it's 15!*

Change It Up

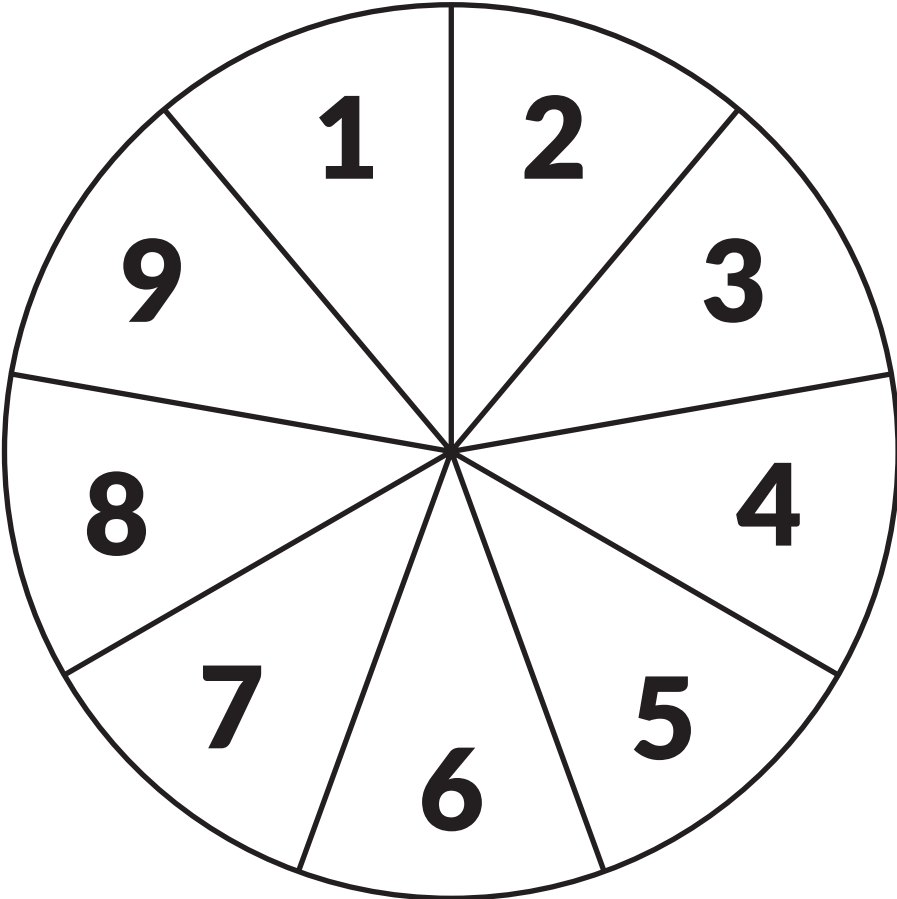
Making even small changes to a game can invite new ways of thinking about the math. Try making one of the changes below.

- Allow players to claim more than one space per turn, when possible.
- Play with three or more players. You'll need to print or make additional bingo boards.

SPIN TO WIN SPINNERS



+



SPIN TO WIN BINGO A



10	17	10	11
11	16	20	12
12	15	19	13
13	14	18	14

SPIN TO WIN BINGO B

11	20	15	13
12	19	14	13
18	14	10	16
12	17	11	10