

Instructions for Senari's Geometry Bingo Games

Assembling the Area Bingo Game

1. Print the Bingo Cards (pages 2 – 16)
 - Laminate them and cut them apart (30 cards) **OR**
 - Put each page in a sheet protector so that each student has 2 bingo cards.
2. Print the Calling Card (Pages 17 – 18)
 - Laminate it, cut it into pieces and store in a zip-lock bag **OR**
 - Laminate it and mark the problems with a dry-erase marker. **OR**
 - Put it in a sheet protector and mark the problems called with a dry-erase marker
3. Print the Cheat Sheet that has the formulas on it. (Page 19)
 - Print as many copies as you need and store them in sheet protectors. Have the students use them when they need help with the formulas.

Playing Area Bingo

1. Distribute the Bingo Cards to the students. You can have the students play as many cards as you wish, just as in regular Bingo.
2. Distribute markers to the students.
3. Remind the students that all of the answers for area are in terms of square units, even though they are not printed on the cards.
4. Calling the problems. – using individual pieces
 - Draw a problem from the square pieces
 - Read the problem but not the answer. **Example:** What is the area of a square with sides of 3? Remind the students that the answer must be in the “Square” column.
 - The answer is in green on the square piece. This is for your convenience in checking whether or not a student got “Bingo.”
5. Calling the problems. – using a laminated calling card, or the calling card in a sheet protector.
 - Choose a problem
 - Read the problem but not the answer. **Example:** What is the area of a square with sides of 3? Remind the students that the answer must be in the “Square” column.
 - Mark the problem with a dry erase marker, so that you will know which problems have been called.
6. Checking for Bingo
 - The student must have the right answer in the right column for it to be valid.

Geometry - Area Bingo

Square	Rectangle	Triangle	Parallelogram	Circle
36	21	5	18	25π
81	10	7	15	121π
9	18	9	25	4π
64	15	14	8	49π
25	30	4	24	π

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Geometry - Area Bingo

Square	Rectangle	Triangle	Parallelogram	Circle
49	30	8	10	36π
121	28	5	20	4π
100	10	12	8	81π
9	20	4	21	π
36	8	10	6	25π

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Area Bingo Calling Card

Square sides = 9 A = 81	Rectangle length = 3 width = 7 A = 21	Triangle altitude = 4 base = 5 A = 10	Parallelogram altitude = 3 base = 7 A = 21	Circle radius = 9 A = 81π
Square sides = 10 A = 100	Rectangle length = 4 width = 7 A = 28	Triangle altitude = 4 base = 4 A = 8	Parallelogram altitude = 4 base = 7 A = 28	Circle radius = 10 A = 100π
Square sides = 11 A = 121	Rectangle length = 5 width = 6 A = 30	Triangle altitude = 4 base = 7 A = 14	Parallelogram altitude = 5 base = 5 A = 25	Circle radius = 11 A = 121π

Geometry Cheat Sheet 8

Formulas I: Plane Figures

Area:

- Measured in square units
- The number of square units in a figure.

Perimeter:

- The distance around the outside of a figure.

Circumference:

- The distance around the outside of a circle

Formulas for Area, Perimeter, and Circumference

$A = \pi r^2$ Area of Circle	$C = 2\pi r$ Circumference	$A = s^2$ Area of Square
$P = 4s$ Perimeter of a Square	$A = lw$ Area of a Rectangle	$P = 2l + 2w$ Perimeter of a Rectangle
$A = \frac{ab}{2}$ Area of a Triangle	$P = s_1 + s_2 + s_3$ Perimeter of a triangle	