MATH FUN

Week 1 – Rock 'n' Roll Bingo – Kids play the classic Bingo game using their math facts

You will need:

- 2 or 3 dice
- Game board markers (cereal, Legos, pieces of paper)
- Game board (use template or make your own!)
- Optional dice and game board template: http://s7657.pcdn.co/wp-content/PDFs/PrintOrDraw-RockNRollBingo-20200427.pdf

Object:

- When a player covers all spaces in a line (horizontally, vertically or diagonally): You Win! Yay!

Rules (Level 1)

- Roll 2 dice and decide which number to cover on your bingo board.
- Players choose between the number shown on 1 die, the other die, or the sum of 2 dice.
- No options? Roll again.

Rules (Level 2)

- Roll 3 dice and decide which number to cover on your bingo board.
- Players choose between the number shown on 1 die, the sum of 2 dice or the sum of 3 dice.
- No options? Roll again.

Rules (Level 3)

- Decide before you begin which die would be the "Boss" die (suggestion: use a die of a different color)
- Roll all 3 dice and decide which number to cover on your board.
- Players choose between multiplying the Boss die by the 2nd die, multiplying the Boss die by the 3rd die, or multiplying the Boss die by the sum of the 2nd and 3rd die
- No options? Roll again.

Ready for more?

- Try multiplying and dividing
- Print out another bingo board and play against a friend
- Try only covering the four corners, or cover the whole board!
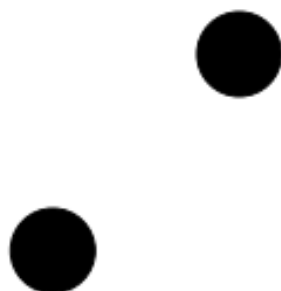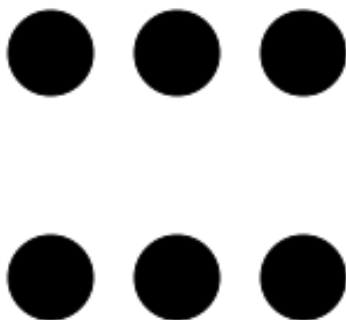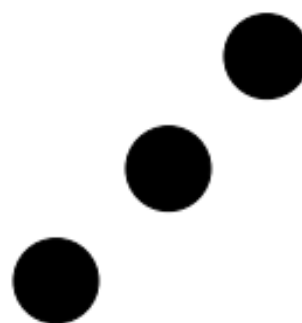
For more fun math ideas:

http://bedtimemath.org/

https://www.mathsisfun.com/
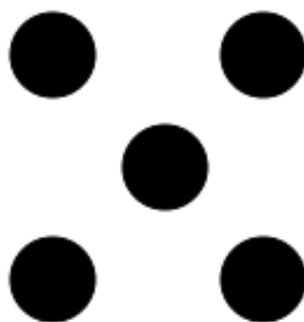
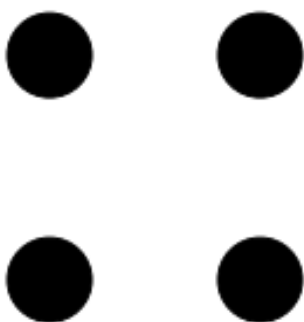https://www.mathplayground.com/

Print **2 copies** of this page for Level 1, OR print **3 copies** for Levels 2 or 3.

Cut around the **outer edge** of the t shape.

For Level 3, color 1 die as the "Boss."

Fold each die into a cube and tape the edges.

Rock 'n' Roll Bingo: Level 1

11	2	7	8	4
9	3	6	5	7
4	9	FREE SPACE	7	6
3	5	10	8	5
12	8	6	1	7

On each turn, roll 2 dice.

Decide whether to play the number shown on 1 die, or the sum of both dice.

Place a marker on the space you choose.

- If none of the numbers or sum of the dice matches an open square, the player rolls again.
- Try to complete a row of 5 across, down, or on the diagonal. The free space counts as automatically filled!

Rock 'n' Roll Bingo: Level 2

11	7	2	17	4
9	18	6	13	16
10	9	FREE SPACE	15	6
3	11	10	8	5
12	8	14	1	7

On each turn, roll 3 dice.

Decide whether to play the number shown on 1 die, the sum of any 2 dice, or the sum of all 3 dice.

Place a marker on the space you choose.

- If none of the numbers or sum of the dice matches an open square, the player rolls again.
- Try to complete a row of 5 across, down, or on the diagonal. The free space counts as automatically filled!

Rock 'n' Roll Bingo: Level 3

48	2	7	30	16
15	21	28	6	35
4	32	27	18	25
36	5	10	8	14
12	20	9	24	40

Choose one die to be the "Boss" and color it in or decorate it in some way.
On each turn, roll the 3 dice, then try to match a open space on the board by

★ multiplying the Boss by the 2nd die, OR
★ multiplying the Boss by the 3rd die, OR
★ adding together the 2nd and 3rd dice, then multiplying that total by the Boss.

If all 3 spaces are occupied, the player can roll again!

Print 1 copy of this page for any level.

Cut around the outer edge of the t shape.

Fold into a cube and tape the edges.

jump frog

dance

stand on 1 foot

march

arm circles

hop