

Human Bingo

- **Goal:** A game to reinforce what **extrinsic values** are.
- **Instructions:** The teacher should copy the bingo board below and give each student one copy. Students should take their copy of the bingo board and go around the classroom to people who have, or who can do, what is in each box. When they find someone who can do something in a box, that person should put their initials in the box. The first person to get a bingo (5 in a row, 5 in a column, or 5 diagonally) wins!

*A way to make the game more interesting is to make a rule, either that

- students cannot sign another student's bingo sheet more than once or
- students cannot sign another student's bingo sheet more than once in the same column, row, or on the diagonal

Got an "A" in math	Can play piano	Has never had a cavity	Has at least \$20 cash on hand	Knows how to swim
Can bake a cake from scratch	Can read Braille	Sings in choir	Has a job	Is double jointed
Owens a smart phone	Can run two miles without stopping	Has never had a broken bone	Can do a handstand	Can drive a car safely
Can touch tongue to nose	Has won a trophy	Can play guitar	Can bend over and touch toes	Can do origami
Has no food allergies	Understands java script	Can say the alphabet backwards without pausing	Owens a dog	Can speak 3 languages