

# CFWV LESSON PLAN: GETTING TO KNOW CLASSMATES BINGO

<b>LESSON NAME:</b>	Getting to know classmates BINGO
<b>GRADE LEVEL(S):</b>	6th Grade
<b>LESSON STANDARDS(S):</b>	DSS.6.1 Understand Self and Others DSS.6.3 Exhibit Respectful Behavior DSS.6.9 Prepare for Post-Secondary Success DSS.6.10 Plan to Achieve Goal DSS.6.14 Acquire a Diverse and Knowledgeable World View
<b>HANDOUTS</b>	BINGO Card
<b>LESSON INTRODUCTION:</b>	The purpose of this session is to have students examine what they want when they graduate from high school, how their current interests can relate to future careers, and how they can learn more about particular careers.
<b>LESSON AGENDA/ PROCEDURE:</b>	<ol style="list-style-type: none"> <li>1. Print and copy a bingo card for each player.</li> <li>2. Players circulate to find group members who match descriptions in the bingo squares.</li> <li>3. When a match is found, the player writes the name of the individual in the square. Different names must be used in each square</li> <li>4. When players have filled a row with names, they yell "Bingo!"</li> <li>5. With the group, check the squares and identify the individuals described.</li> <li>6. Continue the game for a second round, with the new goal of filling the entire card. (Set a five minute time-limit and then award the person who came closest.)</li> <li>7. When player have filled the entire cards, they yell "Bingo!"</li> <li>8. Check the entire card, identifying group members matching each description.</li> <li>9. Read through card and have all participants stand when a category applies to them.</li> </ol>
<b>CLOSING ACTIVITY:</b>	
<b>ASSESSMENT (IF APPLICABLE):</b>	

**LESSON REFLECTION (FOR TEACHER OF LESSON):** Do you have any suggestions to improve this lesson? What did you like best?

**NOTES:** This lesson should lead in to the "what do you like" lesson.  
Some information used from NACA.