

Energy BINGO

A QUICK LOOK AT ENERGY BINGO

Energy BINGO is a great icebreaker for a NEED workshop or conference. As a classroom activity, it also makes a great introduction to an energy unit.

GRADES: ALL

PREPARATION: LOW

TIME: 45 MINUTES

GET READY

Duplicate as many **Energy BINGO** sheets (found on page 30) as needed for each person in your group. In addition, decide now if you want to give the winner of your game a prize and what the prize will be. (NOTE: each box on the **Energy BINGO** sheet has two blank lines. One line is for a player's name and the other is for his or her class, school, or state. Decide what you want the players of your game to write in the second line.)

GET SET

Pass out one **Energy BINGO** sheet to each member of the group.

GO

Give the group the following instructions for how to play the game:

- **Energy BINGO** is very similar to regular bingo. However, there are a few things you'll need to know to play this game. First, please take a minute to look at your **Energy BINGO** sheet and read the 16 questions at the top of the page. Shortly, you'll be going around the room trying to get 16 people to answer these questions so you can write their names in one of the 16 boxes.
- When I give you the signal, you'll get up and ask a person one of the questions at the top of your Bingo sheet. If the person gives what you believe is a correct response, write the person's name in the corresponding box on the lower part of the page. For example, if you ask a person question "D" and he or she gives you what you think is a correct response, then go ahead and write the person's name and school/class/state in box D. A correct response is important because later on, if you get Bingo, that person will be asked to answer the question correctly in front of the group. If he or she can't answer the question correctly, then you lose Bingo. So, if someone gives you an incorrect answer, ask someone else! Don't use your name for one of the boxes or use the same person's name twice.
- Try to fill all 16 boxes in the next 20 minutes. This will increase your chances of winning. After the 20 minutes are up, please sit down and I will begin asking players to stand up and give their names. Are there any questions? You'll now have 20 minutes. Go!
- During the next 20 minutes, move around the room to assist the players. (You can also be placed on a person's Bingo card if you wish. However, if you do this, make sure you call on yourself later to give your name.) Every five minutes or so tell the players how many minutes are remaining in the game. Give the players a warning when just a minute or two remains. When the 20 minutes are up, stop the players and ask them to be seated. Then give them the following instructions.

GO, CONTINUED • ENERGY BINGO

- When I point to you, please stand up and in a LOUD and CLEAR voice give us your name and tell us where you are from. Now, if anyone has the name of the person I call on, put a big “X” in the box with that person’s name. When you get four names in a row—across, down, or diagonally—shout “Energy BINGO!” Then I’ll ask you to come up front to verify your results.
- Let’s start off with you (point to a player in the group). Please stand and give us your name and tell us where you’re from. (Player gives name and place. Let’s say the player’s name was “Joe.”) Okay, players, if any of you have Joe’s name in one of your boxes, go ahead and put an “X” through that box. (NOTE: You may have to repeat a player’s name if others can not hear. Also, be sure to point to players in all areas of the room and not just in one section.)
- When the first player shouts “Energy BINGO,” ask him (or her) to come to the front of the room. Ask him to give his name and tell the group where he’s from. Then ask him to tell the group how his bingo run was made, i.e., across from A to D, down from C to O, and so on.
- Now you need to verify the bingo winner’s results. Ask the bingo winner to call out the first person’s name on his bingo run. That player then stands and the bingo winner asks him the question which he previously answered during the 20-minute session. For example, if the question was “can name two renewable sources of energy,” the player must now name two sources. If he can answer the question correctly, the bingo winner calls out the next person’s name on his bingo run. However, if he does not answer the question correctly, the bingo winner does not have bingo after all and must sit down with the rest of the players. You should continue to point to players until another person yells “Energy BINGO.”
- In case of a tie, ask the bingo winners to come to the front one at a time to verify their results. If time permits, you may wish to continue the game for second or third place winners. You may want to change some of the questions to fit your group. Below are eight extra questions you can use instead.
 - Knows what energy source C_3H_8 is.
 - Knows what gasohol is made of.
 - Knows which state produces the most oil.
 - Knows which state produces the most coal.
 - Can name two products made from petroleum.
 - Knows which energy source generates the most electricity.
 - Knows the chemical name for natural gas.

Energy BINGO

Find one person who can answer each question. Write each name in the corresponding box below.

- | | | | |
|--|--|---|--|
| A knows the cost of a kilowatt-hour of electricity | B can name a fossil fuel | C can name 2 ways to increase a car's MPG | D can name two renewable energy sources |
| E has visited a power plant | F can name 2 ways to save energy at home | G uses a hand-operated can opener | H has never seen coal |
| I recycles aluminum cans | J has taken a cold shower | K has seen a photovoltaic cell | L knows how natural gas is usually transported |
| M has seen a windmill | N uses a solar clothes dryer | O knows which fuel is used in barbecue grills | P knows how uranium atoms give off energy |

A name	B name	C name	D name
E name	F name	G name	H name
I name	J name	K name	L name
M name	N name	O name	P name