**Bingo Blast**

**Grade Level:** K-6

**Skills:** Students will practice listening, locomotor movements and waiting for their turn.

**Objective:** Describe how the positive and negative consequences of a decision can have short and/or long-term effects.

**Equipment:** You’ll need Bingo cards and tiny filler tokens to cover each number called.

**Organization:** Use your squads as teams, they will need to be grouped together, but it doesn’t matter if it’s in a line or scatter formation. Place the tokens at the opposite end of where the group is waiting.

**Activity:** Each group of students will have a Bingo card and numerous small tokens. Each time you call out a number a single student will use a pre-determined locomotor movement to travel to the opposite end of the activity area. Once there, they will have to retrieve a token and travel back and place the token accordingly. Once they’ve returned to their squad, a new number is then called. Repeat this process until one lucky team has completed their task. Their task might be to complete a straight line, a diagonal line, an X or a blackout, etc. just like Bingo. Depending upon their ability levels, you may call out numbers before each student returns to quicken the pace.

**Variations:** Use letters, consonants, vowels, odds/evens, etc. to integrate various academia into this activity.

**Closure:** What was the most difficult portion of this activity?

**Health:** What does the word consequence mean to you?

Let’s discuss how some positive consequences can have a short-term effect.

Let’s discuss how some negative consequences can have a long-term effect.

Why is working together important?

**Piloted at:** Refresh training for classroom teachers