

Sewing Equipment Bingo

Summary

This lesson on sewing equipment should act as a review on information already covered. If students have questions as the game is played, this would be a great time to answer them and make sure that they have the correct information.

Main Core Tie

Sewing Construction & Textiles 1

[Strand 5 Standard 4](#)

Time Frame

1 class periods of 30 minutes each

Group Size

Individual

Life Skills

Thinking & Reasoning, Communication

Materials

For this lesson you will need:

- The sewing equipment terms printed off and copied onto an overhead transparency

- An example of each of the items on the equipment list

- A sewing machine and a serger (these are all necessary). The teacher will show the items to the students so they can then cross them off their bingo cards.

- Students will need a blank sheet of paper and a pen or pencil.

- Rewards for students that get bingos (optional)

Background for Teachers

Please be familiar with all of the equipment that is listed on the bingo word list attachment.

Student Prior Knowledge

Students should have ample experience identifying the items on the word list. This activity could be used as a review at the end of this unit to make sure that students know the information before being tested.

Intended Learning Outcomes

This lesson should act as a review. If students have questions as the game is played, this would be a great time to discuss them and to make sure that the students have the correct information.

Instructional Procedures

Have the students take out a blank sheet of paper and a pen or pencil. On this sheet of paper, the students are to create a blank bingo card with 25 squares--5 across and 5 down. Once they have created this card, have them write the word "FREE" in the center square. If they don't have a center square then they have not made their cards correctly and will need to make the necessary changes.

When each student has successfully created his/her bingo card, put the list of terms up on the overhead projector. Have students choose terms from that list to fill in the blank squares of their bingo cards.

Each term can be used only once and there are more terms than there are squares. Remind the students that this is a review so they should choose terms that they need to review instead of those that they know well.

Once students have filled in their cards with the terms, go over the specific instructions for the game.

The students will be shown them the actual pieces of equipment (by pointing to them on the sewing machine or serger).

They need to identify that particular piece of equipment and look for the coordinating term on their bingo cards. If they have the term on their bingo cards that matches the picture you are showing them, they can mark that box on the bingo cards. When they have achieved 5 terms in a row, students should call out BINGO. Then you can check their cards (refer to the assessment portion of the lesson plan for specifics on checking).

Marking instructions--for each round of the game, students will use a different mark and location for the mark. For example: for the first round, the mark should be an X in the upper left corner of the box; for the second round the mark will be a dot in the upper right corner of the box, etc...

Play several rounds of the game, paying close attention to what pieces of equipment you have used and which ones you have not. Try to rotate through all of the choices so that you use them all at least once.

Refer to the assessment portion of the lesson plan for specifics on how to assess the winners.

A final blackout round can be played to ensure that every picture has been correctly identified.

Assessment Plan

When a student calls out "bingo", have them go through the terms that they have marked on their card to achieve their "bingo". Check their terms with the answer key in order to ensure that they are correct. If they are not correct, continue on with the game until someone calls bingo again. Some type of reward can be given to those that successfully achieve bingo. 2 or 3 bingo's can be rewarded per round.

Bibliography

USOE Curriculum Guide

Authors

[SUNSHINE CHRISTENSEN](#)