

# Computer Technology Bingo

## Summary

This is an excellent activity for a class that uses technology. It can be implemented throughout the term. The teacher can change the bingo clues to incorporate all the terms on the General Computer Terminology for the Computer Technology class.

## Time Frame

1 class periods of 90 minutes each

## Group Size

Large Groups

## Life Skills

Thinking & Reasoning, Communication, Social & Civic Responsibility, Employability

## Materials

Pencils or Pens Definitions of Computer Terminology Pennies Prizes Printout of Bingo Game/Questions

## Background for Teachers

The students really enjoy the bingo game, especially when there are "prizes". This can be implemented as a class game or teacher can divide the class into groups. The bingo "Caller" can switch from student to student. This game is best implemented AFTER students have used the online resources listed below (computer dictionaries) and other supplemental materials, to define a group of terms from the attached General Computer Terminology list of words.

## Student Prior Knowledge

Success in this activity is dependent upon student being able to do the following: \*Basic Internet Searches using the Computer Dictionaries (below are a few) [www.Maran.com/dictionary](http://www.Maran.com/dictionary) <http://computer-dictionary-online.org> [www.weopedia.com](http://www.weopedia.com) \*Define General Computer Terminology

## Instructional Procedures

1. Write each of following words or phrases, in a grid space on bingo sheet. 2. Designate a student as the "Bingo Caller" (this student will not participate in the actual game) 3. As the caller reads the definition of a word, students with the correct answer will raise their hand.(If they should out answer, this is not acceptable) 4. Teacher will call on a student, for the response (hopefully it is the right answer) 5. If the student has the correct answer, the teacher rewards the student with a penny. The student will cover up the square with a penny. 6. If the student gives the incorrect answer, teacher will call on another students for their response, etc. 7. The FIRST student to get 5 pennies in a row, either horizontally or diagonally, MUST SHOUT OUT "BINGO". The winner will receive a prize! \*\*\*Winners must bingo on the last number called and must be heard by the caller to be valid

## Assessment Plan

Evaluate students on the correctness of the questions and answers in the game. Teacher rubric is attached.

### Bibliography

www.Maran.com/dictionary <http://computer-dictionary-online.org> [www.weopedia.com](http://www.weopedia.com) USOE Business Education Web Site

### Authors

[THERESA MBAKU](#)