

Plus-minus Bingo

General Infos:

Age range/grade range: 6-8 years / 1st -3st class

Number of players: 2-4, ideal for 2 player

Goal of the game:

To get three crossed out numbers in a row, (it doesn't matter if vertical, horizontal or diagonal)

Learning effect:

Helps children become more confident in adding and subtracting numbers.

Can be helpful for children who still need support, especially after the expansion with the multiplication and division.

Material:



1 x dice (with 10 sides)



Paper and pen

Name: _____

Plusminus Bingo-Tabelle
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	A	B
1	$_ \circ _ = \square$	$_ \circ _ = \square$
2	$_ \circ \square = _$	$_ \circ \square = _$
3	$\square \circ _ = _$	$\square \circ _ = _$
4	$\square = _ \circ _$	$\square = _ \circ _$
5	$_ = \square \circ _$	$_ = \square \circ _$
6	$_ = _ \circ \square$	$_ = _ \circ \square$

2 x plusminus bingo tables

Preparation:

1. In Preparation for the game, both players have to use to create a bingo field, which contains 9 spaces.
Important: both player need to have individuell bingo fields
2. Now each player has one bingo field and one plus-minus bingo table. The game can start.

Explanation:

1. Take turns throwing the dice. The dice results are entered into a row of the plus-minus bingo tables. The first throw is entered in the first row, the second throw is entered in the second row. Then, the arithmetic operator (plus or minus) is entered in the circle, and the missing number in the box is determined. This number is then crossed out on the bingo field.
Example: The first throw results in 3 and is placed on the entered first line.
2. The second roll results in 5 and is recorded on the second line.
3. Now the arithmetic operator is registered in the circle. In this (our) case, only a plus is possible. If both operators are possible, the player has a free choice. (If this is not possible, for example, because a negative number would result, the two digits are swapped.)
4. Now the missing number in the box is determined.
5. The number in the box is then crossed out in the bingo field. The table is filled out from field A1 to A6 and then from B6 to B1. The table is usually not complete filled out and can be continued in the next game
6. This process gets repeated until one player gets three crossed out numbers in a row.

Conclusion:

The first person to get three crossed-out numbers in a row, either horizontally, vertically, or diagonally wins the game. There are at least 4 possible ways to win the game)

Rules:

1. The game ends, when a player gets three crossed-out numbers in a row.
2. Each player solve a task before the next player can roll the dice again.
3. You can generally chose the operation, but in some cases it is not possible.
For example, if the first number you get is lower than the second:
 - $2+7$ possible, it would not result in a negative number
 - $2-7$ not possible, it would result in a negative number
4. If both player finish the game at the same time, the game ends in a draw, so there is no winner.

You can find german instructions in the book:

Wie Kinder rechnen, lernen und dabei Spaß haben on page 66-67

on the Homepage: www.Rechenpate.de

possible course of a game:

Player 1; A1

$$\begin{array}{l} 3 \circ _ = \square \\ 3 \oplus 5 = \square \end{array} \begin{array}{l} \rightarrow \\ \leftarrow \\ \rightarrow \end{array} \begin{array}{l} 3 \circ 5 = \square \\ 3 \oplus 5 = 8 \end{array}$$

2	5	9
8	6	4
3	7	1

Beispiel Plusminus Bingo-Feld

5	2	4
1	7	9
8	6	3

Beispiel Plusminus Bingo-Feld

Player 2; A1

$$\begin{array}{l} 2 \circ _ = \square \\ 2 \oplus 7 = \square \end{array} \begin{array}{l} \rightarrow \\ \leftarrow \\ \rightarrow \end{array} \begin{array}{l} 2 \circ 7 = \square \\ 2 \oplus 7 = 9 \end{array}$$

2	5	9
8	6	4
3	7	1

Beispiel Plusminus Bingo-Feld

5	2	4
1	7	9
8	6	3

Beispiel Plusminus Bingo-Feld

Player 1; A2

$$\begin{array}{l} 6 \circ \square = _ \\ 6 \ominus \square = 4 \end{array} \begin{array}{l} \rightarrow \\ \leftarrow \\ \rightarrow \end{array} \begin{array}{l} 6 \circ \square = 4 \\ 6 \ominus 2 = 4 \end{array}$$

2	5	9
8	6	4
3	7	1

Beispiel Plusminus Bingo-Feld

5	2	4
1	7	9
8	6	3

Beispiel Plusminus Bingo-Feld

Player 2; A2

$$\begin{array}{l} 8 \circ \square = _ \\ 8 \ominus \square = 4 \end{array} \begin{array}{l} \rightarrow \\ \leftarrow \\ \rightarrow \end{array} \begin{array}{l} 8 \circ \square = 4 \\ 8 \ominus 4 = 4 \end{array}$$

2	5	9
8	6	4
3	7	1

Beispiel Plusminus Bingo-Feld

5	2	4
1	7	9
8	6	3

Beispiel Plusminus Bingo-Feld

Player 1; A3

$$\begin{array}{l} \square \circ 3 = _ \\ \square \circ 3 = 9 \end{array} \begin{array}{l} \rightarrow \\ \leftarrow \\ \rightarrow \end{array} \begin{array}{l} \square \circ 3 = 9 \\ 6 \oplus 3 = 9 \end{array}$$

2	5	9
8	6	4
3	7	1

Beispiel Plusminus Bingo-Feld

5	2	4
1	7	9
8	6	3

Beispiel Plusminus Bingo-Feld

Player 1 wins

2	5	9
8	6	4
3	7	1

Beispiel Plusminus Bingo-Feld

5	2	4
1	7	9
8	6	3

Beispiel Plusminus Bingo-Feld

Name: _____

Plusminus Bingo-Tabelle

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	A	B
1	___ ○ ___ = □	___ ○ ___ = □
2	___ ○ □ = ___	___ ○ □ = ___
3	□ ○ ___ = ___	□ ○ ___ = ___
4	□ = ___ ○ ___	□ = ___ ○ ___
5	___ = □ ○ ___	___ = □ ○ ___
6	___ = ___ ○ □	___ = ___ ○ □