Science Bingo

Name / chosen name: _____

Notice, try or discuss a square. Mark a row of three. You may point, use a partner, invent an example or pass. Never require personal details.

Use a ruler	Record a result	Try another test
Test one change	Draw a diagram	Notice a shadow
Ask a question	Explain an idea	Improve a model

Science Bingo

Name / chosen name: _____

Notice, try or discuss a square. Mark a row of three. You may point, use a partner, invent an example or pass. Never require personal details.

Notice a shadow	Observe carefully	Compare designs
Make a prediction	Record a result	Read a science book
Explain an idea	Investigate a seed	Try another test

Science Bingo

Name / chosen name: _____

Notice, try or discuss a square. Mark a row of three. You may point, use a partner, invent an example or pass. Never require personal details.

Record a result	Sort by a property	Try another test
Improve a model	Read a science book	Make a prediction
Use a ruler	Compare designs	Investigate a seed

Science Bingo

Name / chosen name: _____

Notice, try or discuss a square. Mark a row of three. You may point, use a partner, invent an example or pass. Never require personal details.

Observe carefully	Test one change	Improve a model
Read a science book	Notice a shadow	Investigate a seed
Explain an idea	Try another test	Draw a diagram

Science Bingo

Name / chosen name: _____

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Observe carefully	Record a result	Notice a shadow
Ask a question	Try another test	Investigate a seed
Read a science book	Test one change	Explain an idea

Science Bingo

Name / chosen name: _____

Notice, try or discuss a square. Mark a row of three. You may point, use a partner, invent an example or pass. Never require personal details.

Notice a shadow	Investigate a seed	Make a prediction
Test one change	Observe carefully	Compare designs
Explain an idea	Try another test	Sort by a property

Science Bingo

Name / chosen name: _____

Calling and discussion reference: read a choice aloud, pause for an optional example, then choose another. Cards have different arrangements.

1. Make a prediction
2. Observe carefully
3. Record a result
4. Compare designs
5. Ask a question
6. Use a ruler
7. Draw a diagram
8. Try another test
9. Improve a model
10. Notice a shadow
11. Investigate a seed
12. Sort by a property
13. Explain an idea
14. Read a science book
15. Test one change
16. Listen to a partner