



BINGO!

Welcome to the exposure action version of Bingo!

This is not a game for seniors to draw balls, but a team game in the VIDA exhibition! Science centers where you will need to engage your head, legs and strategy and a little luck.

- You will be divided into teams of 3-4 people
- You will receive a playing card with 4 x 4 squares
- Each team chooses "their" 16 from 20 possible exhibits and places them on the game boards
- A total of three times we will draw the numbers of exhibits that will come into play.
- You will always have some time to get the answers to the selected questions.
- You will get a box in the game table if you answer the question correctly after the time has elapsed.
- The goal of your endeavor is to get as many points as possible for Bing = rows, columns, diagonals and the shapes we have chosen.
- For each exhibit you have a photo, the location in the exhibition and a question to which you will look for an answer.

Choose accordingly ;-)

- You can share a team. Divide the tasks correctly.
- The time to look for answers is strict. Whoever is not here cannot answer.
- Think about which exhibit is right for you to complete Bing!

1. round

- Draw 8 numbers: each team sends one draw
- Teams check how many of the winning numbers they have in their table
- 10 minutes are announced for teams to find answers to related questions of their exhibits (here you can even tact a little)

- they choose the numbers that fit them into "winning" shapes (rows / columns / diagonals / Z / L)
- A countdown appears on the screen
- after 10 minutes he returns to the Agora, the lecturer starts to ask aloud a question to everyone
 - number, have a countdown to writing the answer (eg 30 seconds) each team writes
 - In response to the deletion table, at the instructor's instruction, all teams rotate the table to make it
 - easy to check. Teams that have a number in the table + the answer is correct,
- lecturer
 - replaces the magnetic card with the number with a green dot
- this is how all 8 issues (exhibits + questions) will be passed

Round 2

- 5 numbers are already drawn
- draw primarily for teams that did not get a point (did not have an exhibit in the playing field)
- course the same as in the 1st round, the time to get answers is shorter (7 minutes)

Round 3

- the last 3 numbers are drawn
- time: 3 minutes

conclusion

- teams add up the results, each team counts their results, they have them checked neighboring team
- announcement of winners, awards... we do not want a material prize, but a "privilege" (photo winning team with a "Bingo!" bubble from the polaroid for the winning team)
- printed sheets with selected exhibits are handed over to the teacher / a file is sent to him electronically incl. Assignment

Your role:

- "Lottery": for each team 1 person will draw 1 number, the lottery can be in each bike change
- "Controller" - goes to another team and sees if the result is calculated correctly



Erasmus+

