Learning Goals
This activity is designed to help children strengthen their subitizing skills as they:

• Recognize sets of one to five objects without counting
• Understand that the number of objects in a set is not affected by their arrangement
• Understand that numbers can be represented by objects
• Learn or reinforce number names and/or symbols
• Count from 1 to 5
• Compare sets of one to five objects and identify if the sets are the same or different

Vocabulary
Number names, More, Less, Same

Materials
• 7 Skateboard Bingo: Game Boards (included)
• Skateboard Bingo: Caller Cards (included)
• 9 game markers (small blocks, paper circles or squares, or any small items you have enough of on hand) for each player

Preparation
1. Print and copy enough bingo boards for all players.
2. Print and cut out a set of dot plates.
3. Set out a bingo board and nine game markers for each child.

Directions
1. Describe the rules of the game to the children. Give each child a Skateboard Bingo board and nine markers. Quickly show them a caller card with dots on it. After seeing it, they should look for a square on their bingo board that has the same number of objects. Sometimes they’ll have a match, sometimes they won’t. If they do, they should put a marker on that space. The object of the game is to get markers on three squares in a row, column, or diagonally.

2. Demonstrate how to use the dot plates. Hold each plate up for two seconds only. You may want to count out loud (1, 2) so children know how long to hold up the dot
plate. After you demonstrate a few times, have each child practice holding up a dot plate for two seconds. Provide assistance to children who hold up the cards for too long or too short a time by counting out loud to 2 with them.

3. After children practice holding up the dot plates, play a round of bingo with them with you holding up the plates. Remind children that they should look for the square on their bingo board that has the same number of objects as are on the dot plate you show. Hold up each dot plate *for only two seconds* and say: Check your bingo board to see if you have this number of objects. Put a marker on the square if you do. Check that children have marked the correct squares. The game ends when one child has three squares in a row, column, or diagonally with markers on them. Alternatively, children could win when one or all children have filled in all the squares.

4. Next, have the children play together, with one child holding up the dot plates. The child who wins the round holds up the dot plates for the next round of the game.

5. Offer assistance when needed.

Note: Some children may need to count the objects on their bingo boards to check for a match. This is fine, because counting can help build subitizing skills. If they are still struggling, have the group work together to check the matches and “teach” each other.

This is also a great game to do as a whole class. Simply make multiple copies of the bingo boards.
**Skateboard Bingo: Game Board 1**

**Instructions:** Play Bingo on this game board using the Skateboard Bingo: Caller Cards.

**SUBITIZING**

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[Image of Skateboard Bingo Game Board]
Skateboard Bingo: Game Board 2

Instructions: Play Bingo on this game board using the Skateboard Bingo: Caller Cards.
Skateboard Bingo: Game Board 3

Instructions: Play Bingo on this game board using the Skateboard Bingo: Caller Cards.

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**Skateboard Bingo: Game Board 4**

**Instructions:** Play Bingo on this game board using the Skateboard Bingo: Caller Cards.

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Skateboard Bingo: Game Board 5

Instructions: Play Bingo on this game board using the Skateboard Bingo: Caller Cards.
Skateboard Bingo: Game Board 6

Instructions: Play Bingo on this game board using the Skateboard Bingo: Caller Cards.

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Instructions: Play Bingo on this game board using the Skateboard Bingo: Caller Cards.

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Skateboard Bingo: Caller Cards

Instructions: Cut out and use as caller cards for Skateboard Bingo.
Skateboard Bingo: Caller Cards

Instructions: Cut out and use as caller cards for Skateboard Bingo.

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