

Key Events of World War II



BINGO!



AYC&M Academic Series: Juanita Pritchard/DTA Schools



World War II

BINGO Instructions

- **PREPARE:** Print, cut and laminate
 - Different BINGO cards, one for each student
 - Large Bingo Calling Cards (place in a container to be drawn during play)
 - Yellow Marker Squares (or provide other BINGO markers or dry erase markers)
 - Master Call Sheet



- **DISTRIBUTE:** One Bingo card to each child (each card should be different).
- **CALL:** The caller should pull out one random Large Bingo Calling Card from container, label it and show to other students. Mark the called card symbol on your Master Call Sheet
- **MARK IMAGE:** The students will then find the card called and place a BINGO marker on their BINGO Card, if they have the called card.
- **WINNING:** 3 across, up/down, diagonal; or 4 corners wins. When a student thinks they have a winning pattern calls out "BINGO!" The first student to call out "BINGO!" wins!

B I N G O!

World War II

BINGO



war



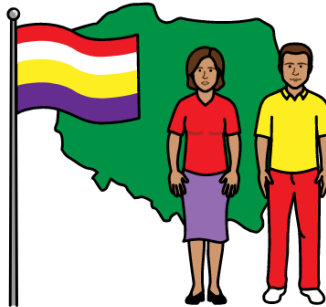
invade



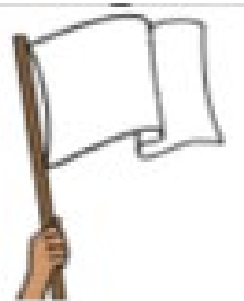
attack



bomb



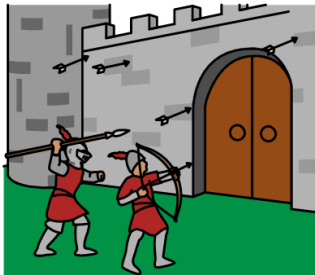
country



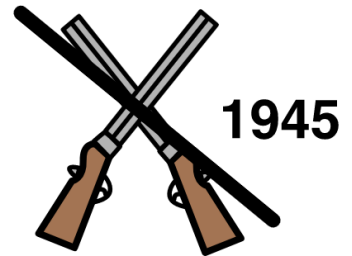
surrender



defeat



fight



victory

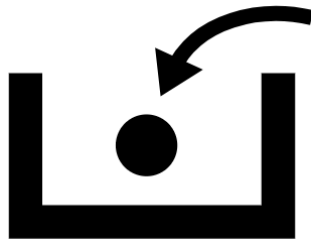
World War II



BINGO



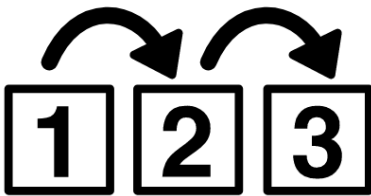
Holocaust



in



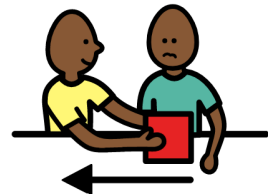
go



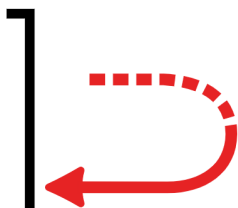
next



over



take



turn



war

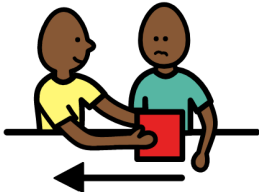


invade

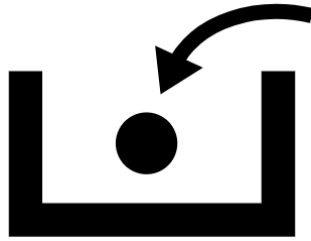
World War II



BINGO



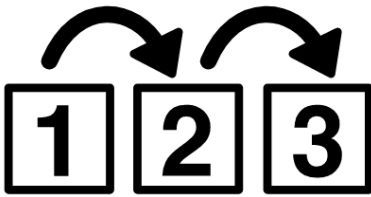
take



in



go



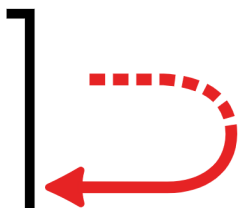
next



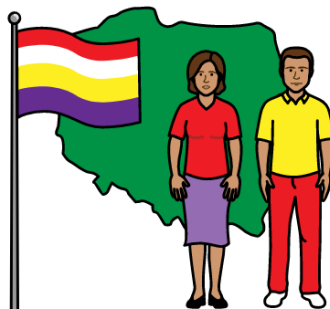
over



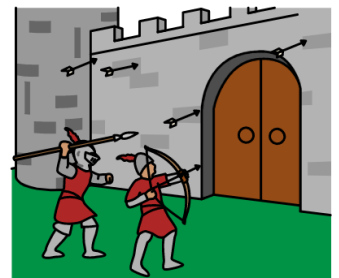
invade



turn



country



fight

World War II



BINGO



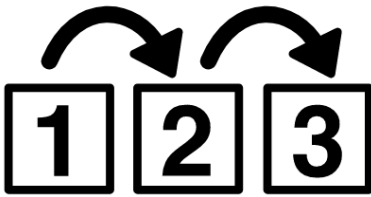
Holocaust



defeat



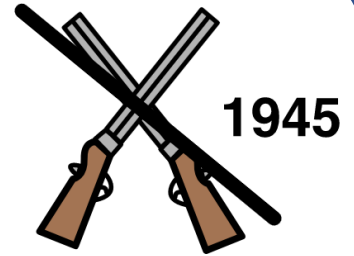
go



next



over



victory



surrender



bomb



invade

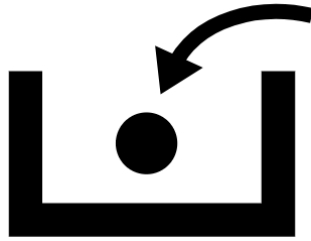
World War II



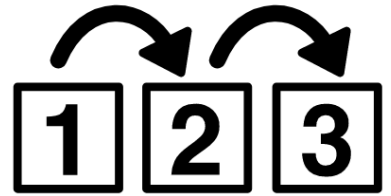
BINGO



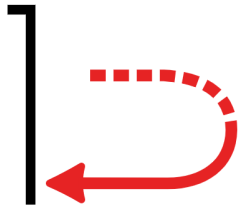
Holocaust



in



next



turn



war



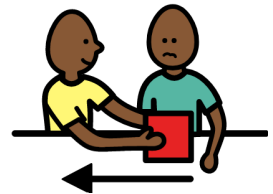
over



defeat



attack



take

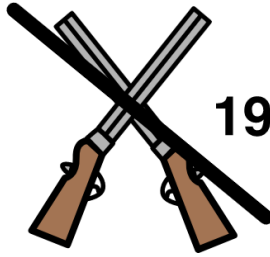
World War II



BINGO

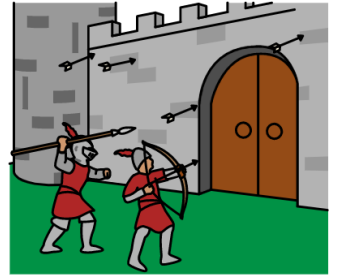


bomb



1945

victory



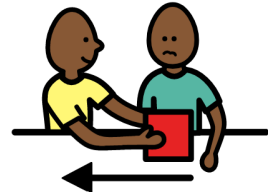
fight



defeat



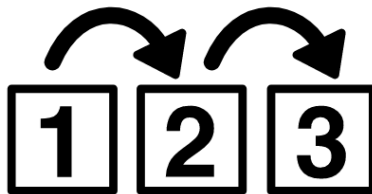
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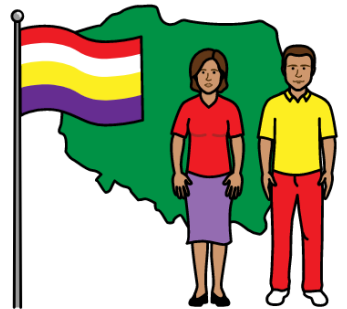
take



go



next

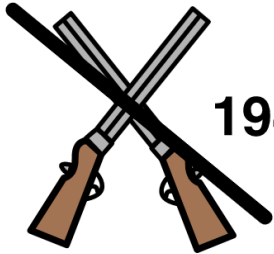


country

World War II



BINGO



1945

victory



invade



attack



bomb



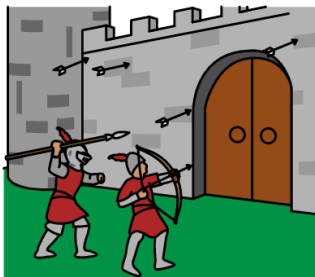
over



surrender



defeat



fight

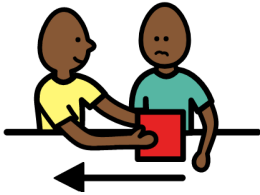


war

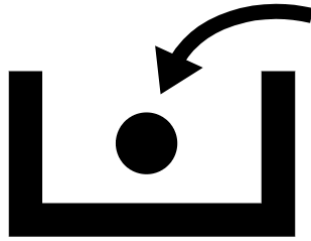
World War II



BINGO



take



in



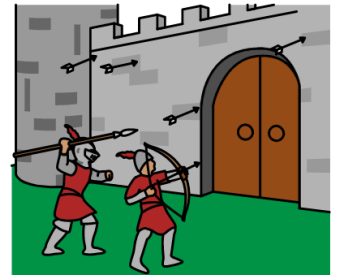
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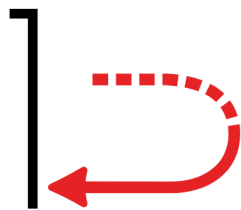
surrender



over



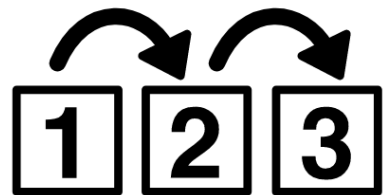
fight



turn



Holocaust



next

World War II

BINGO



war



invade



bomb



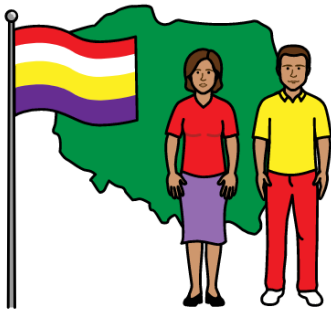
attack



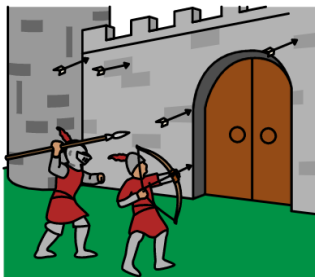
go



surrender



country



fight



over

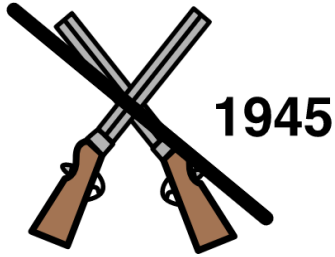
World War II



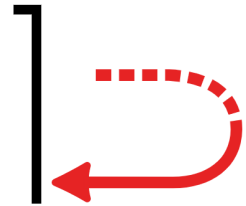
BINGO



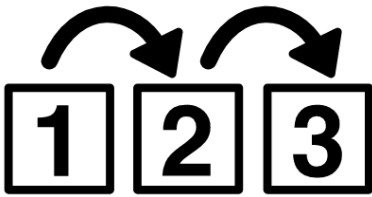
defeat



victory



turn



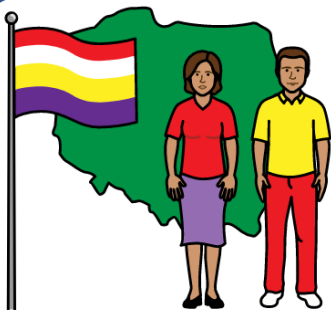
next



Holocaust



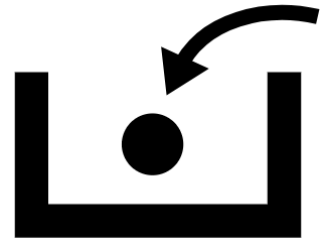
go



country



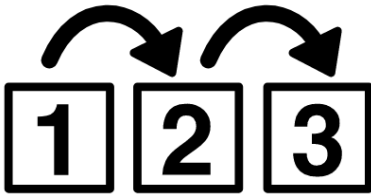
war



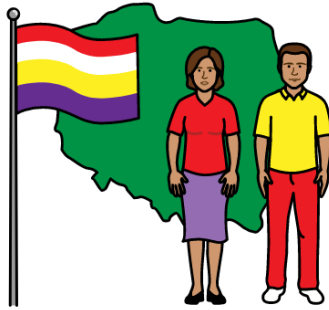
in

World War II

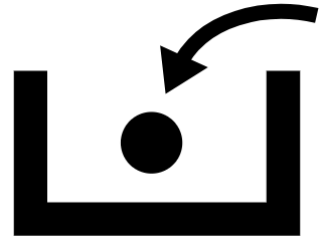
BINGO



next



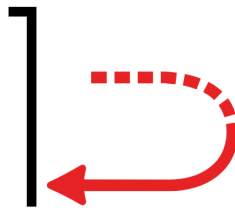
country



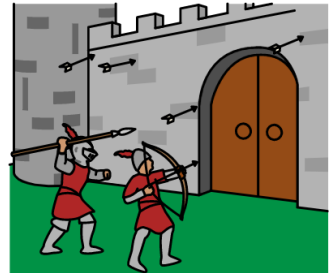
in



attack



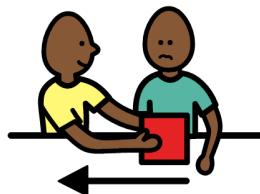
turn



fight



surrender



take



invade

World War II



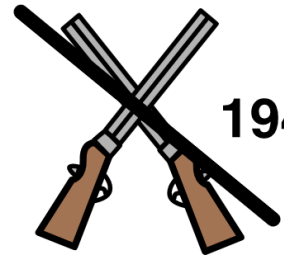
BINGO



bomb

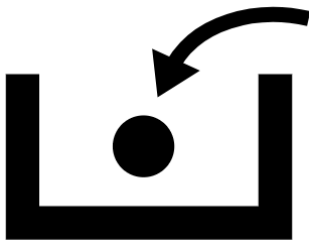


invade



1945

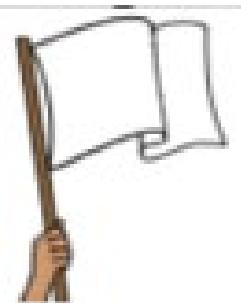
victory



in



defeat



surrender



go



war



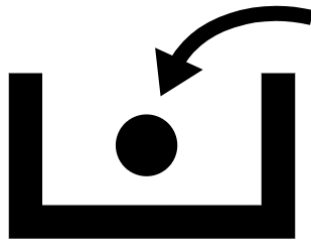
over

World War II

BINGO



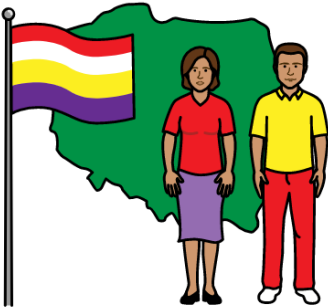
attack



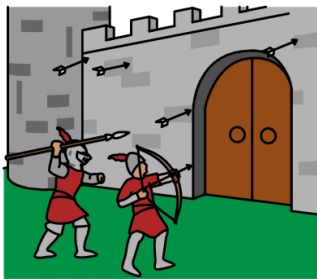
in



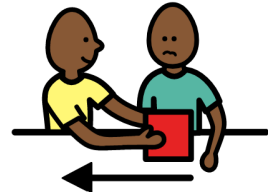
go



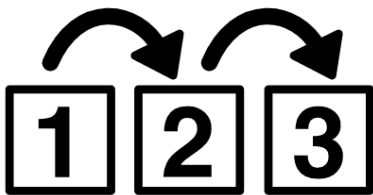
country



fight



take



next



war



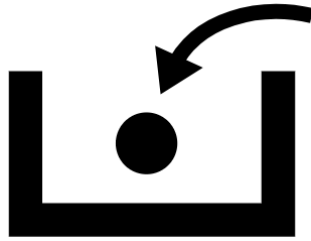
Holocaust

World War II

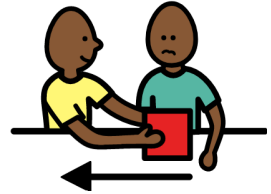
BINGO



Holocaust



in



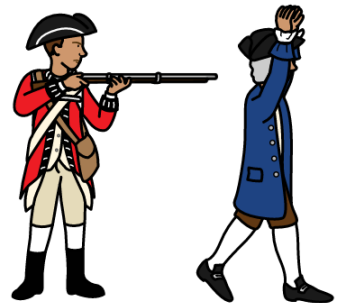
take



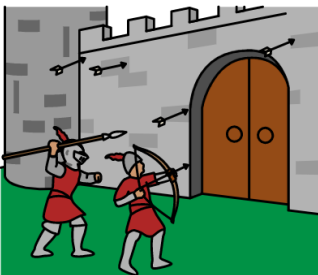
war



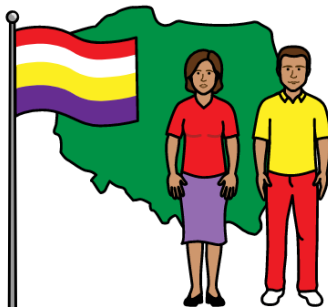
bomb



defeat



fight



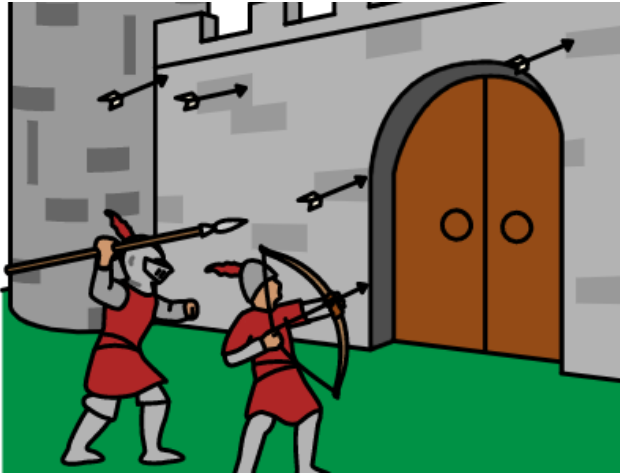
country



invade

World War II

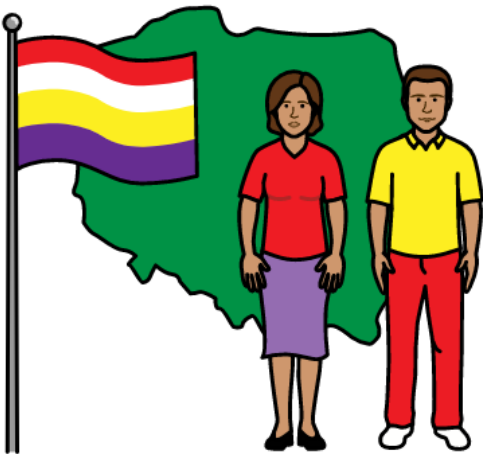
BINGO CALL CARDS



attack



bomb



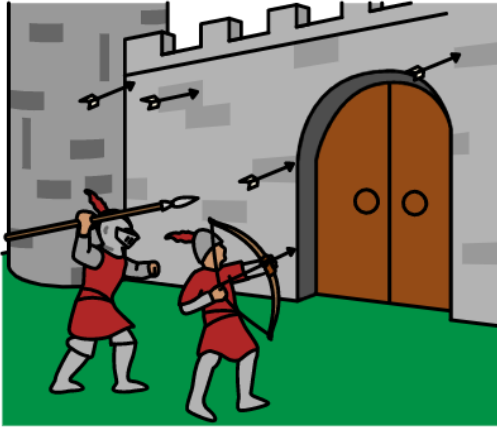
country



defeat

World War II

BINGO CALL CARDS



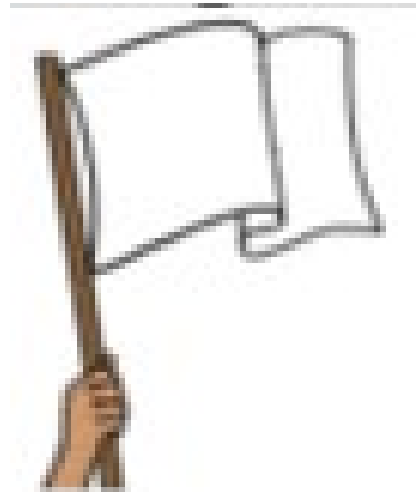
fight



invade



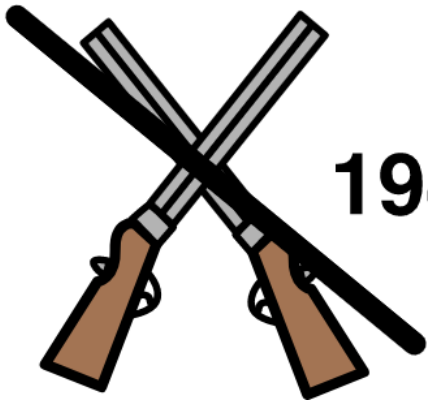
Holocaust



surrender

World War II

BINGO CALL CARDS



1945

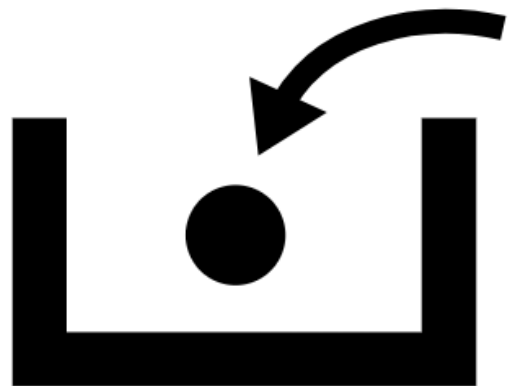
victory



war



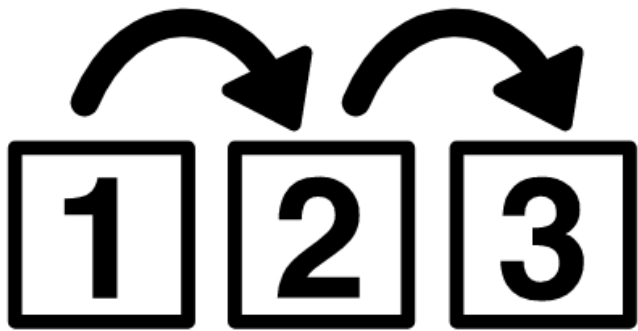
go



in

World War II

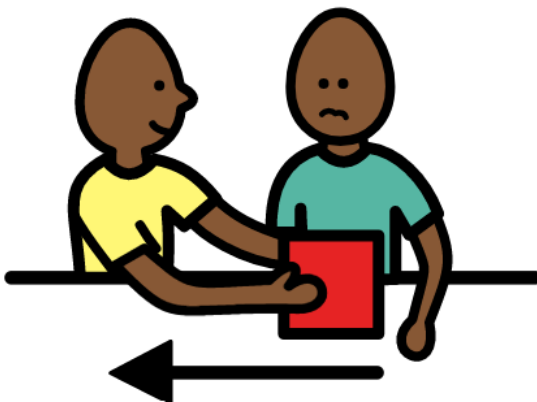
BINGO CALL CARDS



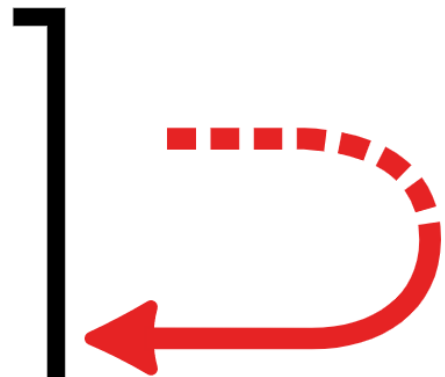
next



over



take



turn

World War II



BINGO Call Sheet



attack



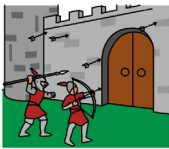
bomb



country



defeat



fight



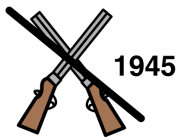
invade



Holocaust



surrender



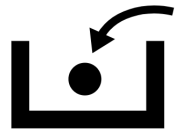
victory



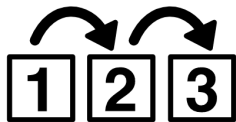
war



go



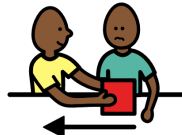
in



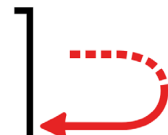
next



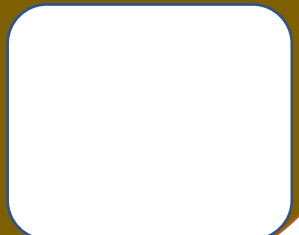
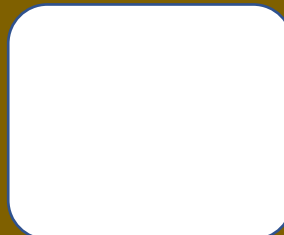
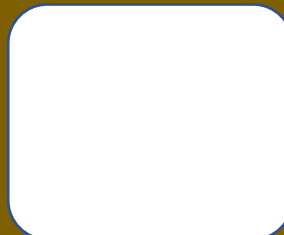
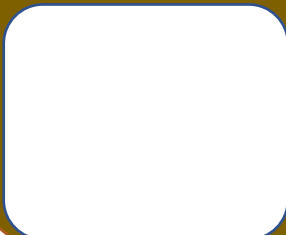
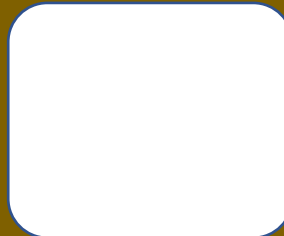
over



take



turn



A 10x10 grid of 100 yellow squares with dark gray borders, used for data entry.