

## TEACHER INSTRUCTIONS

# SCIENCE, HEALTH AND TECHNOLOGY BINGO

- Explain to students that they are about to compete in a Bingo game which will require them to find various science, health and technology references in The New York Times. Take advantage of Tuesday's Science Times section for this activity.
- Have students use The Times to find science, health and technology references that fit the criteria in each box on the "Science, Health and Technology Bingo" sheet.
- Once a student or partnership has completed a row vertically, horizontally or diagonally, they should call out "Bingo!"
- When someone calls out "Bingo," have the student read aloud the items in his or her winning row and then verify his or her status as a winner.

