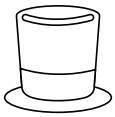
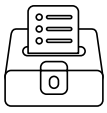
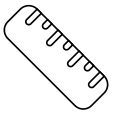
Who gets it bingo

A bingo game for 2 players and a grown-up caller. Each story shows one way to decide who gets something.

Name: _____ Date: _____

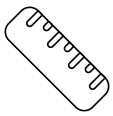
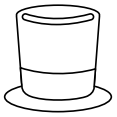
Card A

Player: _____

 **Contest** win it	 **Lottery** chance	 **Price** pay for it
 **Vote** majority rule	 **Vote** majority rule	 **Contest** win it
 **Price** pay for it	 **Sharing** split it	 **Who you are** personal traits

Card B

Player: _____

 **Force** grab it	 **In charge** authority	 **Who you are** personal traits
 **First come** first served	 **Force** grab it	 **First come** first served
 **In charge** authority	 **Lottery** chance	 **Sharing** split it

Cut on the dashed line, so each player has a card.

How to play

1. The grown-up cuts out the 18 story cards on page 2, folds them, and puts them in a cup.
2. The grown-up pulls out one story and reads it out loud.
3. Look for that way on your card. If you find it, color one square of it. If it is not on your card, color nothing this time.
4. The first player to color 3 squares in a row wins. A row can go across, down, or corner to corner. Say “Bingo.”
5. If both players get 3 in a row on the same story, you both win.

Who gets it bingo

A bingo game for 2 players and a grown-up caller. Each story shows one way to decide who gets something.

Story cards for the caller

Cut on the dashed lines. Fold each card and put it in a cup.

1 The lemonade stand gives a cup to anyone who pays 50 cents.	**2** Grandpa pays for tickets, and the family gets into the zoo.	**3** The family votes: tacos or pizza? Tacos get 3 votes. Pizza gets 2. Tacos it is.
4 The soccer team picks a team name. The name with the most hands up wins.	**5** The best drawing in the art show wins the blue ribbon.	**6** Whoever finds the most shells on the beach picks the snack.
7 A big kid pushes a small kid off the slide to get a turn.	**8** A squirrel chases the other squirrels away from the acorns.	**9** Three friends split a bag of grapes so each one gets the same amount.
10 Two cousins take turns with one tablet, 10 minutes each.	**11** All the names go in a jar. One name is pulled out to ring the bell.	**12** Two kids roll a die. The higher number goes first in the game.
13 The coach says who plays goalie today.	**14** The principal decides which class goes to the gym first.	**15** The first 20 people at the library get a free bookmark.
16 The first kid in line at the water fountain drinks first.	**17** You must be 4 feet tall to ride the roller coaster.	**18** Only kids 12 and under can order from the kids' menu.

Who gets it bingo

A bingo game for 2 players and a grown-up caller. Each story shows one way to decide who gets something.

For grown-ups

What this sheet practices

SS2E2: ways goods and services are allocated, meaning handed out. The two cards are different on purpose, and between them they show all nine ways in the standard, in kid words, with a short hint underneath: price, vote (majority rule), contest, force, sharing, lottery, in charge (authority), first come, first served, and who you are (personal characteristics).

How to use it in 5 to 10 minutes

Cut the cards apart and the story slips. Read each story slowly, then give players a moment to find the square. A game takes about 5 to 10 minutes. If time is short, play to one row and stop. For a quick review, let your child be the caller.

Answer key and what to look for

Stories 1 and 2: Price. Stories 3 and 4: Vote (majority rule). Stories 5 and 6: Contest. Stories 7 and 8: Force. Stories 9 and 10: Sharing. Stories 11 and 12: Lottery. Stories 13 and 14: In charge (authority). Stories 15 and 16: First come, first served. Stories 17 and 18: Who you are (personal characteristics).

Card A has two squares each for price, vote, and contest. Card B has two each for force, in charge, and first come. Each way has 2 stories, so every square can be colored. In test games, each card won about half the time and ties were rare.

Watch for mix-ups between contest and lottery. A contest is won by doing something best. A lottery is luck, so nobody can earn it.

One question to talk about

Force is on Card B because it is one way things really do get taken. Ask: “Why do families, schools, and towns make rules against it?”