Helper bingo

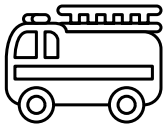
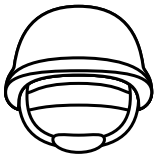
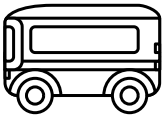
Listen to the helper. Find what they use. Color it.

Name: _____ Date: _____

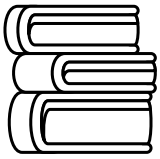
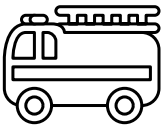
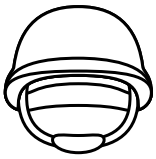
Listen. Find it. Color it.

Three in a row wins.

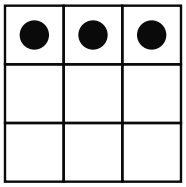
Player 1

 Fire truck	 School	 Police car
 Helmet	 Frying pan	 Tractor
 Stethoscope	 Mailbox	 Bus

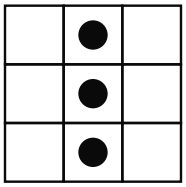
Player 2

 Police car	 Hammer	 Mailbox
 Stethoscope	 Books	 School
 Fire truck	 Tractor	 Helmet

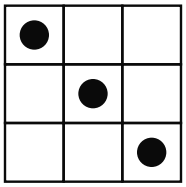
Three in a row looks like this:



Across



Down



Corner to corner

Helper bingo

Listen to the helper. Find what they use. Color it.

Calling cards

1. Cut on the dashed lines. Mix the cards and stack them face down.
2. A grown-up reads one card out loud.
3. Each player finds what that helper uses and colors it. Not on your board? Wait for the next card.
4. The first player with three in a row says “Bingo.” If you both get three in a row on the same card, you both win.

Fire fighter I put out fires and help people who are hurt. What big truck do I ride?	**Police officer** I help keep people safe. What do I drive?	**Soldier** I serve in the Army to keep the country safe. What do I wear on my head?
Mail carrier I bring letters to your home. Where do I put your mail?	**Farmer** I grow food and care for animals. What do I drive in the field?	**Doctor** I help sick people get well. What do I use to listen to your heart?
Teacher I help children learn to read and count. Where do I work?	**Cook** I make meals for people to eat. What do I cook in?	**Bus driver** I drive children to school and back home. What do I drive?
Librarian I help people find books to borrow. What do I hand you?	**Builder** I build homes and schools. What tool do I swing?	

Helper bingo

Listen to the helper. Find what they use. Color it.

For grown-ups

WHAT THIS SHEET PRACTICES

SSKE1 asks children to describe the work people do, naming the police officer, fire fighter, soldier, mail carrier, farmer, doctor, and teacher. In this game your child hears what a helper does, finds the thing that helper uses or the place they work, and colors it. The cook, bus driver, librarian, and builder are extra helpers, for the “etc.” in the standard.

HOW TO USE IT IN 5 TO 10 MINUTES

Cut out the eleven calling cards on page 2, mix them, and read one at a time. Give your child a moment to find the picture before you help. After each card, ask, “What does that helper do all day?”

Two children can race to three in a row. The seven helpers in the standard are on both boards, and the other four are on only one board each, so the boards fill up differently. With one child, play until the whole board is colored. One round takes about 5 to 10 minutes.

ANSWER KEY

Fire fighter: fire truck. Police officer: police car. Soldier: helmet. Mail carrier: mailbox. Farmer: tractor. Doctor: stethoscope. Teacher: school. Cook: frying pan (Player 1 only). Bus driver: bus (Player 1 only). Librarian: books (Player 2 only). Builder: hammer (Player 2 only).

Look for a reason, not only a match. “The farmer drives the tractor to plant food” shows more understanding than pointing to the tractor.

ONE QUESTION TO TALK ABOUT

Which helper did you see this week, and how did that person help someone?