2D Shape Bingo

Setup:

- Attach the spinner to page 17, which features a wheel with 11 equal sections, each containing a picture of a 2D shape.
- 2. Print and laminate pages 2 through 16; these are the bingo boards. Each board contains a 6-shape grid.

How to Play:

- 1. Each student receives a laminated bingo board.
- 2. A student or teacher spins the wheel on the spinner.
- 3. Identify the 2D shape shown by the spinner.

Gameplay:

- 1. If the shape spun is on the player's bingo board, place a counter on that shape.
- 2. Players take turns spinning the wheel, and everyone checks their boards for the shape each time.
- 3. The first player to place a counter on all 6 shapes on their bingo board wins!

































