How to play

Setting up

1. Give every player one card and a handful of markers (pennies, buttons, mini marshmallows) or a pencil.
2. Cut out the 40 calling cards, fold them once and put them in a bowl or a Santa hat.
3. The caller keeps the tracker page and ticks every word drawn.
4. Draw a card, read the word loudly, show it, and put it aside.

Four ways to win

- **Line:** five in a row, column or diagonal. The classic; a round takes 10–15 minutes.
- **Four corners:** the four corner squares. Fast, good for little ones.
- **Picture frame:** all 16 squares around the edge. About 25 minutes.
- **Blackout:** every square. The long game for the end of the party.

Checking a winner

When someone shouts "Bingo!", read the words on their winning line aloud and tick them against the tracker. Every word must have been called. A false alarm is not a penalty; the player just keeps playing. Two players winning on the same word share the prize or play a one-word tie-break: the next word drawn, first to find it on their card.

Classroom and family twists

- Vocabulary round: read a clue instead of the word ("I am red and white and hang on the tree").
- Spelling round: spell the word letter by letter.
- Speed round: draw a word every ten seconds, line wins only.

Prizes that cost nothing

- First choice of the cookie plate.
- Caller for the next round.
- A candy cane or a paper crown.

Card 01

Christmas Bingo

Card 01 of 30 · Name _____

B	I	N	G	O
Mitten	Christmas tree	Bow	Boots	Snowball
Penguin	Angel	Chimney	Pine cone	Snowman
Gift	Hot cocoa	FREE	Icicle	Reindeer
Star	Ugly sweater	Fairy lights	Jingle bell	Carolers
Ornament	Santa hat	Ribbon	Gingerbread	Snow globe

Mark the square when the caller reads the word. Five in a row, column or diagonal wins. The centre is free.