Bingo

| Purpose | Adult Learning Strategy: | | | |
|--------------------------|---|--|--|--|
| | Provide Opportunities to process new information | | | |
| RECEIVE FEEDBACK | Bingo | | | |
| Adult learners enjoy | | | | |
| getting feedback on | Prior to the presentation, create at least 25 questions that cover the | | | |
| what they have learned. | material you will be presenting. In creating the questions, ask yourself the | | | |
| Fun ways to self-test | following question: If participants can only take away 25 things from the | | | |
| what they have learned | presentation, what should they be? | | | |
| motivates and | Create a single page, 5x5 grid with 25 boxes (see template, below). Put a | | | |
| empowers them to take | single-word/ short phrase answer to each of your questions in the | | | |
| more active control of | different cells of the grid. At the end of your presentation, or at intervals | | | |
| their learning. | during your presentation, ask one or more of the 25 questions. Have | | | |
| | participants find the answers on their cards. They may work individually, in | | | |
| Resources | pairs, or in teams. Instruct participants to raise their hand as soon as they | | | |
| Facilitating Adult | think they have the correct answer. The first to raise his or her hand shares | | | |
| learning | his or her answer. If the answer is correct, the individual gets to cross the | | | |
| http://www.canr.msu.e | box off his or her answer sheet. If the answer is incorrect, the person who | | | |
| du/od/uploads/files/PD/ | raised his or her hand second may answer. Continue until someone gets | | | |
| Facilitating Adult Learn | BINGO or until you have asked all 25 questions. | | | |
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