

Matrix-Bingo

	<i>red</i>	<i>green</i>	<i>yellow</i>	<i>blue</i>
1 - <i>persons circle</i>	Yosseeya	Nerina	Tooleeta	fairy
2 - <i>animals rectangle</i>	bird	pigeon	fox	stag
3 - <i>house (out) triangle</i>	house	window	door	roof
4 - <i>house (in) square</i>	armchair	rug	broom	fire
5 - <i>clothes pentagon</i>	dress1Yosseeya	dress 2 Nerina	dress 3 Tooleeta	dress 4 fairy
6 - <i>plants hexagon</i>	tree 1	tree 2	wood	tree stump
+ 1 Joker (magic wand)				

Age: 5 +
Players: 2 - 4 + caller
Playing time: 5 - 15 minutes
Goal of the game: have 4 or 5 cards in a row, in a column or in a diagonal
Category: card game
Training object: language training
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Material: 1 set of cards for each player +
 1 set of cards for the caller

Preparation: Each player has his set of cards and he might take some of them out of it, as the caller decides which and how many cards will be played with: 16 or 25. All the players have the same cards.

Each player puts his cards face up on the table. He forms a square either of 4 or of 5. By this each player has a unique display of cards before him.

The caller shuffles his 16 or 25 cards and he puts them facedown on the table, so that he himself does not know which one is where. (His cards are the same than the players' cards.)

Before beginning, the caller (considering the most appropriate level of difficulty) specifies the goal of the game: do you have 4 or 5 cards aligned in order to win? (Even if you play in a square of 5 x 5 you may win with 4 cards aligned!) When this is clear, the game starts off.

Playing mode: The caller takes one of his „hidden“ cards, so that no one can see its face, and he describes it. Each player chooses his corresponding card and he takes it in his hand. Each player has only one chance to choose correctly. Therefore each player has to keep the chosen card in his hand (the face being visible to himself only), before the first player describes his card. In turn everyone describes his card. And then each player shows his card to the others. When the card was right, each player puts it back on its place face down. If the player has chosen wrong, he has to put his card back, but face up. In this hand he cannot use this card again, because the caller can describe each card only once. (Exception: when thereafter the caller describes the joker card, the player may return this card nevertheless!)

The caller puts his card back face up. He takes another one, he describes it and so on.

A square of 5 x 5 can only be made with 25 cards, therefore **the joker** has been added to this set of cards. (Of course the joker may be used as well in the square of 4.) When the caller draws the joker, he makes the players happy: each player returns his own joker card and as well one other card. He has to choose wisely.

By that it may happen, that more than one player is winning.

When one (or as we saw more than one) player has got 4 (or 5) cards aligned, this turn is over. And you see clearly who is the **winner**.

