

Coordinate Bingo

Instructions to students

Choose 15 points on the number plane.

Put an X at each point.

If the coordinates of that point are called out, put a circle around the point.

The first person to have all 15 points called out is the winner.

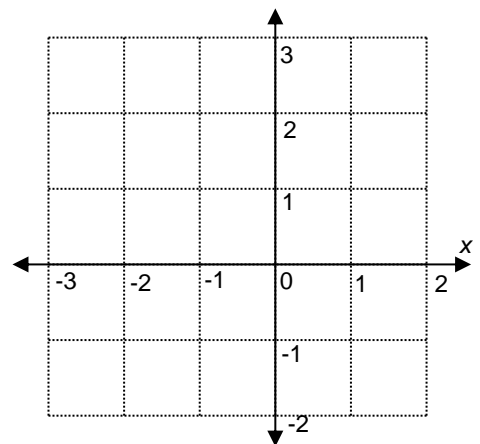
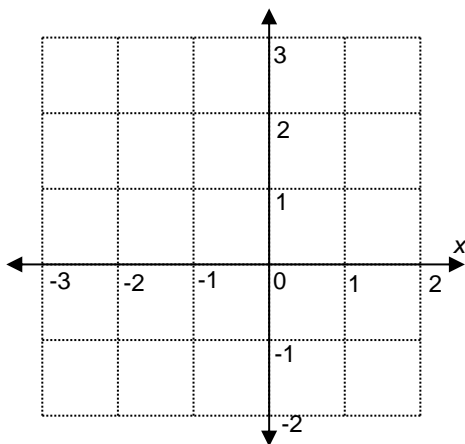
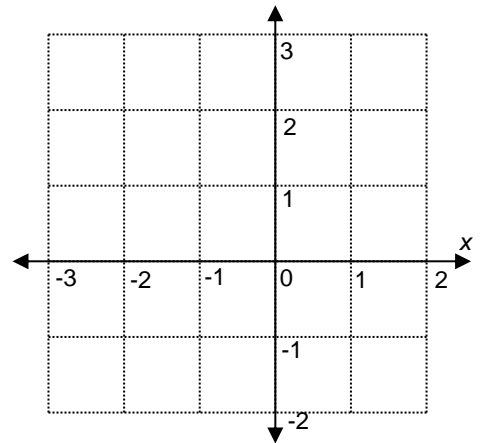
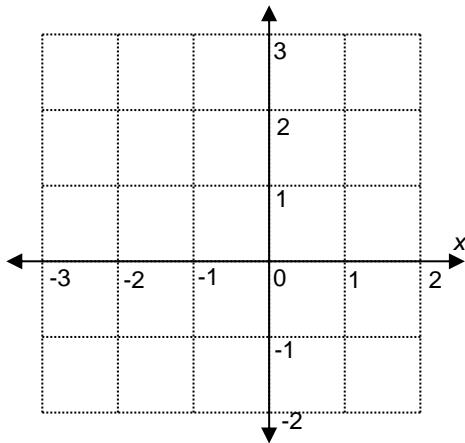
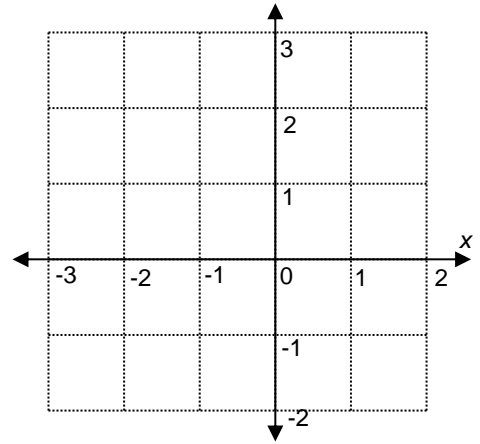
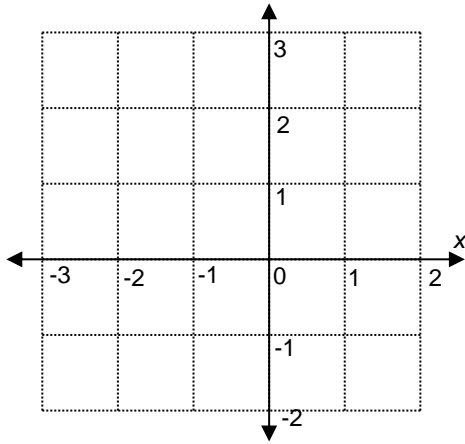
Instructions to teachers

Shuffle the cards, and put them into a container.

Call out the coordinates of a card,

Put the card in the correct position on the table. It makes it easy to check when someone calls Bingo.

Coordinate Geometry Bingo – Six Playing Cards



Coordinate Geometry Bingo Cards

$(-3, 3)$	$(-2, 3)$	$(-1, 3)$	$(0, 3)$
$(-3, 2)$	$(-2, 2)$	$(-1, 2)$	$(0, 2)$
$(-3, 1)$	$(-2, 1)$	$(-1, 1)$	$(0, 1)$
$(-3, 0)$	$(-2, 0)$	$(-1, 0)$	$(0, 0)$
$(-3, -1)$	$(-2, -1)$	$(-1, -1)$	$(0, -1)$
$(-3, -2)$	$(-2, -2)$	$(-1, -2)$	$(0, -2)$
$(1, 3)$	$(1, 2)$	$(2, 3)$	$(2, 2)$
$(1, 1)$	$(1, 0)$	$(2, 1)$	$(2, 0)$
$(1, -1)$	$(1, -2)$	$(2, -1)$	$(2, -2)$