

airplane

baseball

eyebrow

doormat

stairway

yardstick

railroad

bluebird

barnyard

footstool

toothpaste

pigpen



cowboy

rainbow

doorbell

northwest

flashlight

popcorn

football

outside

mailman

highway

shoelace

sunbeam

Ding-Dong Bingo **A Spondee Word Game**

Ding-Dong Bingo is a word game featuring 72 spondee words.

Spondee words are two-syllable words having equal stress or accent on each syllable. Compound words are a subset of spondee words, made up of two smaller recognizable words, e.g. cowboy, playpen. The 72 spondee words used for this game were selected from speech reception threshold tests, and have been chosen for their homogeneity of audibility, as the words will be called out by one of the players. However, each card in the set may be used as a visual match with the corresponding word on a game board.

Ding-Dong Bingo is fun and easy to play. It is a versatile board game which can be used with communication-disordered students or clients to improve oral or silent reading skills, for visual matching, and for expansion of vocabulary. In addition, any area of voice or articulation function may be drilled with the person calling the word cards.

Contents:

This disk contains files of game boards (12), calling cards (72) and game tokens (64 to a page).

Game preparation:

Print out the 12 boards. Mount them on heavy cardboard and laminate them, if desired.

Print and cut out two sets of the calling cards. Only one set of 72 cards will be used for the BINGO game, but a second set is needed for Concentration memory games and visual matching purposes.

Print 4 sheets of tokens to make 256 in total.

Instructions:

For 2 to 12 players.

Objective: to obtain a *BINGO* by placing 5 tokens in a row (horizontally, vertically, or diagonally) on your Bingo board.

Each player selects a game board and some tokens. A token is placed on the center square of each game board. One player is selected to call the words.

Shuffle the entire stack of calling cards and place them face down on the table. The caller draws the top card and reads the word on the card aloud. Each player places a token on the called word if it appears on his or her board. The first person with 5 tokens in a row (horizontally, vertically or diagonally) says "Bingo!". Then the caller checks to be sure all 5 of the token-covered words (using the free space in the middle, if necessary) have been called. *DO NOT ALLOW* the players to clear the tokens from their cards until the winning card has been checked.

Variations:

Players may take turns calling the word cards.

Edible markers may be used instead of the printable tokens, e.g., raisins and beans.

Cheerios or other cold cereal pieces, flat candies, etc.

The first player to fill the entire game board wins.

The first player to form a "T" with the markers wins.

The first player to form a "Z" with the markers wins.

The first player to fill the four corners of the board wins.

The 72 spondee words included in this game are

airplane
armchair
backbone
barnyard
baseball
bathtub
birthday
blackboard
bluebell
bluebird
boardwalk
cookbook
cowboy
cupcake
doormat
doorstep
drawbridge
eardrum
earthquake
eyebrow
flashlight
football
footloose
footstool
grandson
greyhound
hairbrush
hardware
headlight
highchair
highway
horseshoe
houseboat
housewife
inkwell
mailman
moonbeam
moonlight
mousetrap
mushroom
northwest
oatmeal
outside
padlock
pancake
pigpen
playground
playmate