



TEACHER & GAME DESIGNER ICEBREAKER BINGO

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- Greet a colleague with a statement.
- If the colleague says “Yes,” she signs her name in any bingo space containing that statement.
- If the colleague says “No,” try another statement--or another colleague!
- HOWEVER: You can only use the same colleague’s signature twice per board. Also, the same colleague cannot sign two spaces that contain the same greeting.
- “BINGO!”: A BINGO requires a “Straight” (4-in-a-row in any direction including diagonally) or a “Flush” (4-of-a-kind, e.g. 4 Teddy Bear symbols). But when you get a BINGO, the game does not end! Flip your board to the other side and keep playing, or grab *another* board with a different letter (*Board A, B, C, or D*).
- WINNING THE GAME: After time is called, if you have finished more Bingo boards than anyone else, you win a prize!

Board A

If you had the power to replace all teaching with 100% educational games, you would. 	You believe that the Socratic method has great value in the classroom. 	You are deeply involved with an organization besides your main career. 	You believe that grammar <i>should</i> be given significant weight in grading. 
You actively enjoy an outdoor sport. 	You still enjoy playing simple board games like <i>Monopoly</i> , <i>Sorry</i> , etc. 	You still enjoy playing simple board games like <i>Monopoly</i> , <i>Sorry</i> , etc. 	You <i>don't</i> believe in small group work. 
You sometimes go to school or work early just to socialize with your colleagues. 	You could easily spend 5+ hours obsessing over or preparing a recipe. 	You like to assign extraordinarily difficult texts. 	You have sold a game or educational software that you designed! 
You are sometimes tempted to throw in the towel and begin acting/ editing/some artistic pursuit/ rock stardom. 	You own more than 30 pairs of shoes/boots. 	You own more than 30 pairs of shoes/boots. 	You are sometimes tempted to throw in the towel and begin acting/editing/some artistic pursuit/ rock stardom. 



PERSONAL
LIFE



PROFESSIONAL
LIFE



TEACHING
LIFE



GAME
LIFE