

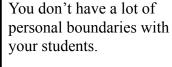
## TEACHER & GAME DESIGNER TCEBREAKER BINGO

Created by Joe Bisz (joebisz.com)

- 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-akind, 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 B

You believe the secret to enjoying conferences is *not* to go.



You are crazy about puzzle games.

You spend more than 10 hours a week enjoying music/dance/theater.

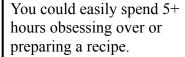








You enjoy playing games with direct financial consequences (betting or kitty).



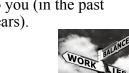
You maintain a strong authoritarian role as instructor.

You are pursuing a professional interest that is new to you (in the past two years).









You believe that the Socratic method has great value in the classroom.

You have met one or more of the closest people in your life at your current school or job.

You still like playing with action figures/dolls/ miniatures/stuffed animals. You have "accidentally" knocked over a game board

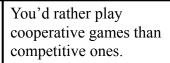






in a fit of disgust.

You are pursuing a professional interest that is new to you (in the past two years).



You have some creative ways of de-stressing (besides games).

You often think your students are better than any other students in your metropolitan







PERSONAL

LIFE



PROFESSIONAL LIFE



**TEACHING** LIFE



area.

**GAME** LIFE