























Welcome to the Presidents Bingo and Quiz Game: Volume 1

Preparing the Game:

Print the bingo cards, the clue cards, and the markers (if you choose to use them). If you prefer, you can use beans, buttons, etc. as markers. You may also choose to laminate the cards and marker pages for repeated use.

Cut apart the markers if you are using them.

Cut apart the clue cards and shuffle them well to mix up the clues. There are three clues for each President. You will notice a few blank clue cards at the end. You can use some of your own clues if there are facts you would like to include for a particular President.

The bingo cards consist of two pictures each of twelve different Presidents and a free space This allows for the players to not only win by knowing the answers, but also from choosing which one of the pictures of the correct President to put their marker on. A certain amount of strategy and chance is involved since the player does not know if they will get another clue card for that President or not.

To Play:

Each player gets a bingo card and several markers to cover the spaces on their card.

The person chosen to be the "caller" shuffles all of the clue cards, being careful to mix them as much as possible. They then put the cards in a stack in front of them.

All players put a marker on the free space on their card.

The caller draws the top card and reads the information to the players, being careful not to read the name of the President.

The players decide who they think the clues are about and put a marker on one of the spaces with that President's picture on it. Remember, there are two pictures of each President on each card, so the player has to decide which one they want to put the marker on.

The caller then tells the players the name of the correct President. Players who covered the correct President may leave their marker on their card. Players who did not cover the correct President must remove their marker from their card. In the event the third clue is drawn for a President, players who previously got a clue wrong for that President may use the opportunity to guess correctly and cover a space on the card. All other players forfeit their turn (without revealing the answer to other players). Play continues until someone has bingo.







