

Energy Bingo!

Activity Overview: This is an introductory activity designed to familiarize students with common energy-saving practices. It was designed for 10 to 12 year-olds, but rules and clue cards can be adapted for younger or older audiences.

Objective: Students will learn about...

- Common energy-saving behaviors
- Energy-friendly places and things to notice in everyday life
- “Green” science careers

Materials:

1. Energy Bingo cards (1 per student)
2. Bingo chips; or for laminated cards, dry erase markers (1 per student)
3. Energy Bingo clue cards
4. Game prizes

Game Play & Rules:

- There are 54 color-coded clue cards:



- Unlike Bingo numbers, the clues in this game may appear under any letter. For example, “Energy-Saver Lightbulbs” may appear on Bingo cards under B, I, N, G, or O.
- To play the game, pick a random card, then:
 - Announce the color. (“This is a yellow card. I’m going to describe an energy-friendly behavior.”)
 - Choose a letter for the clue. (“This is for letter B.”) *Note the chosen letter on the card or make piles of cards announced for each letter.*
 - Announce the clue (see sample card). Ask students to find the picture on their card that matches the clue. (Correct answer: “Energy-Saver Lightbulbs”)
 - Announce that if you have “Energy-Saver Lightbulbs” under Letter B, mark it off.
 - *Note:* Set your own rules for “Energy Quiz Question” clue cards. For example, only students with “Quiz Questions” under the announced letter can attempt an answer. Also, students must answer correctly on the first, second, or third try to mark it off.
- 5 in a row wins! (Try other games: Full card, Four corners, postage stamp, X, etc.)
- Play as many rounds as time allows.

Download the following materials online:

- Activity Overview
- Energy Bingo cards (25)
- Energy Bingo clue cards (54)
- Customizable Game Cards
- Customizable Game Components

Free download at:

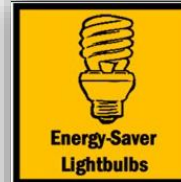
<https://www.sciencecameraaction.com/energybingo>

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The program *Science, Camera, Action!* was funded by NOAA Climate Stewards Education Project:

<http://oceanservice.noaa.gov/education/climate-stewards/welcome.html>

Classroom activity inspired and adapted from [NASA Climate Kids'](#) travel game: [Climate Bingo!](#)



Only 10% of the energy used by an incandescent light bulb produces light; the rest is given off as heat. If every U.S. household replaced four incandescent bulbs with compact fluorescent bulbs, we'd save as much energy as removing seven million cars from the road.