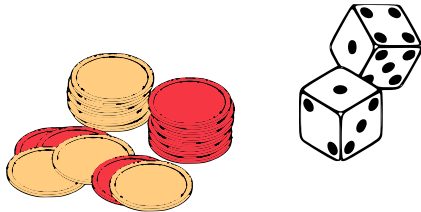


Low Doubles Bingo

Construct	FNWS	BNWS	NID	Structuring
2 - 3	3 - 4	3 - 4	1 - 3	1 - 2

Current Math Skills:

- Student can make double finger patterns with or without counting.
- Student is fluent with partitioning numbers 1 to 5.
- Student is beginning to combine and partition numbers from 1 to 10.



Materials:

- Low Doubles Bingo Board
- One dot pattern dice (1 to 6).
- 16 counters total, 8 for each player, two different colors.



Math Tip: The die gives the number to be doubled. The student may make the double with their finger patterns and link the finger pattern to the total on a bingo square.

Additional support: 20 math rack, bead string, numeral track.

Instructional Objective:

Students play Low Doubles Bingo to build fluency with doubles.

How To Play:

1. Two or more players. Each player can have a die.
2. Players select color of counters.
3. Player 1 rolls the die.
4. Player 1 doubles the number. For example, if they roll a 4, they will make 4 and 4 on their fingers or say $4 + 4 = 8$.
5. Player 1 places a counter on any number 8.
6. Sequence repeats for player 2, player 1, etc.
7. The first player to get three counters in a row wins.

2	6	2	10	4
10	8	10	6	8
4	2	6	12	4
6	4	8	10	8

Low Doubles Bingo