

Library Bingo Lesson Instructions

Description:

Library Bingo is designed for use in a face-to-face environment. It can easily be added to any one-shot Library Orientation and/or Informational Session given to first time TML users such as Step Ahead attendees, first-semester freshmen, or transfer students.

Lesson Objectives:

From Instruction Program Student Learning Outcomes

1. Determine the information need

Outcomes: Upon completion of information literacy instruction, students should be able to:

- a. Identify the services and different types of materials available at the library.

Materials Needed:

- Student Instructions/Rules PowerPoint Slide
- Copies of Bingo Sheets (five variations)
- Crayons/colored pencils/markers (to color in squares)
- Candy (for winners)

Directions:

- Pass out bingo sheets at random
- Show students Instructions and game rules on PowerPoint Slide
- Present orientation material
- Provide candy to bingo winners as they come up
- Answer any questions from unmarked Bingo squares at the end of the session before dismissing

Student Instructions & Game Rules: (see PowerPoint Slide)

Listen closely to the presentation and color in the appropriate square on your handout when you hear the librarian discuss that item. Get 5 across or 5 diagonal to win! Raise your hand and say 'Bingo!' You can only win once.

Good luck!

Any unmarked squares will be discussed at the end of the lesson.