

Scott Game – Movement Bingo with Clues (YLE Classroom)

Materials Needed:

Empty Bingo sheet (6–9 blank squares per student)

Question cards with vocabulary-based prompts (e.g., “It’s a fruit. It’s red and round.”)

Pens or pencils

Steps to Play:

1. Prepare the Materials

Print blank Bingo sheets (3x3 or 3x2 grids).

Prepare question cards and place one on each desk or around the room.

Example:

? “It can fly. It has wings.” →  Bird

? “You write with it.” →  Pencil

2. Set Up the Classroom

Tape or place one question card per desk or area in the room.

Spread them out so students can move easily between stations.

3. Explain the Rules to Students

Tell students:

“Each box on your sheet is empty.”

“Walk around the class. Read the cards.”

“If you know the answer to a question, write it in one box on your Bingo sheet.”

“One answer per box.”

“Try to complete your whole sheet!”

✓ Encourage them not to copy from friends, but help each other by asking in English if needed.

4. Start the Game

Let students walk around freely, visiting each card.

They read each question and write their answer on a blank square.

No need to match a specific card to a specific square — just aim to fill the whole Bingo sheet.

5. End and Review

When time is up (or when most students finish), review the answers together.

You can call out the questions and ask for student answers, or collect sheets for quick checking.

6. Optional: Declare a Winner

First student to finish correctly can say “Scott!” instead of “Bingo.”

Give a sticker or stamp as a reward.

Variations:

Timed Round: Set a timer to increase challenge.

Team Version: Students work in pairs or groups to fill one sheet.

Theme-Based: Use vocabulary sets (animals, school objects, actions, etc.).

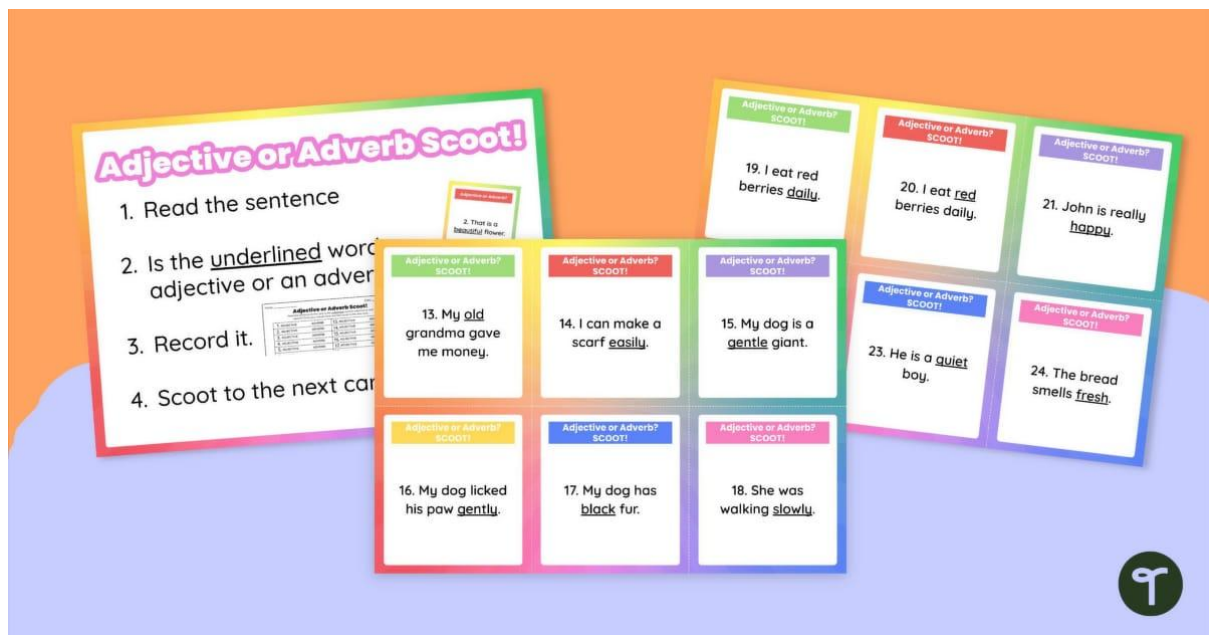
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