

Clothing Theme

October

Core Words
some, all, put and on

BINGO!



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CLOTHING THEME

BINGO Instructions

- **PREPARE:** Print, cut and laminate
 - Different BINGO cards, one for each student
 - Large Bingo Calling Cards (place in a container to be drawn during play)
 - Yellow Marker Squares (or provide other BINGO markers or dry erase markers)
 - Master Call Sheet



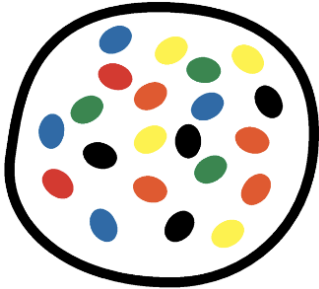
- **DISTRIBUTE:** One Bingo card to each child (each card should be different).
- **CALL:** The caller pulls out one random Large Bingo Calling Card from container, name it and/or show to other students. Mark the called card symbol on your Master Call Sheet.
- **MARK IMAGE:** The students will then look for the word called and, if found, place a BINGO marker on their BINGO Card
- **WINNING:** 3 across, up/down, diagonal; or 4 corners wins. When a student thinks they have a winning pattern they call out "BINGO!" The first student to call out "BINGO!" wins!

B I N G O!

CLOTHING THEME



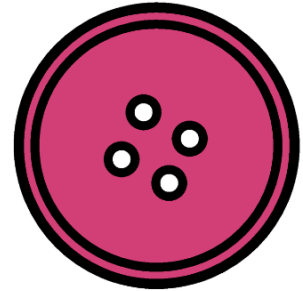
BINGO



all



boot



button



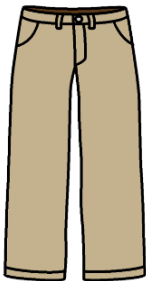
coat



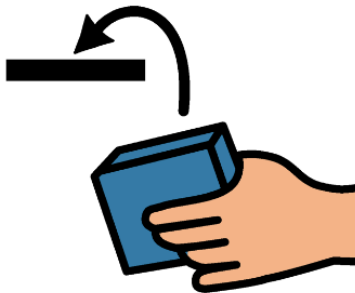
hat



on



pants



put

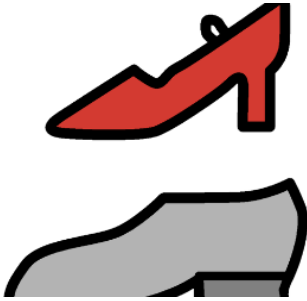


shirt

CLOTHING THEME



BINGO



shoe



sneakers



some



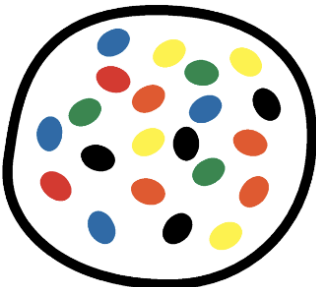
socks



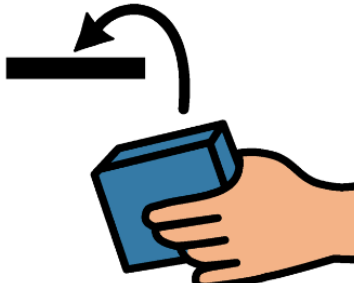
underwear



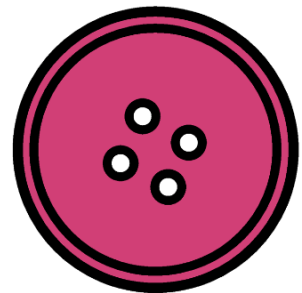
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all



put

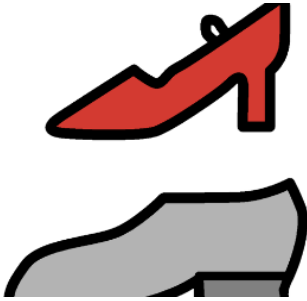


button

CLOTHING THEME



BINGO



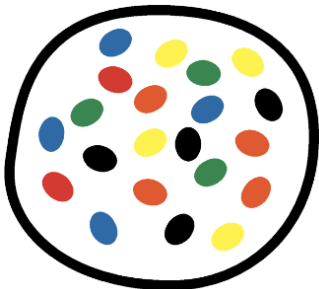
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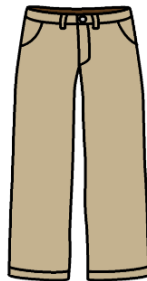
hat



some



all



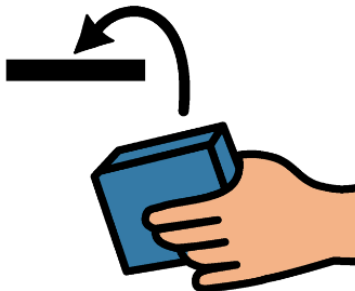
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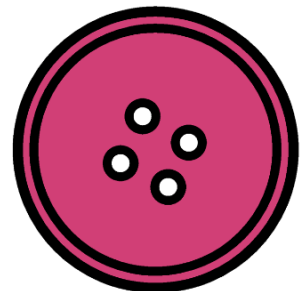
boot



socks



put



button

CLOTHING THEME



BINGO



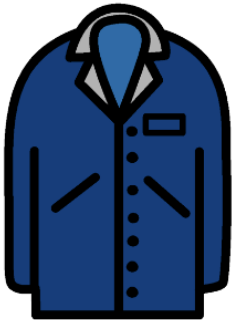
sneakers



hat



some



coat



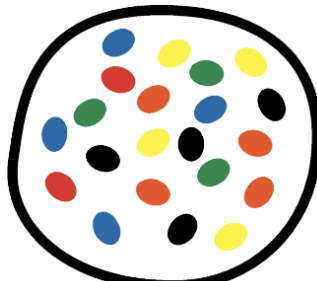
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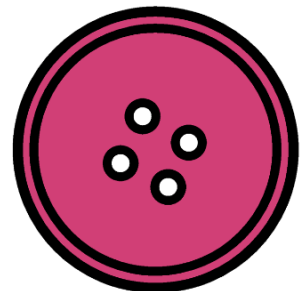
boot



socks



all



button

CLOTHING THEME



BINGO



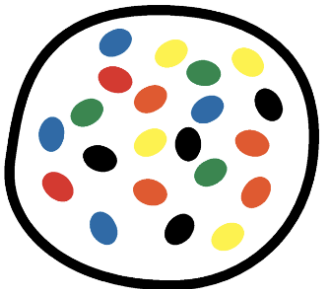
underwear



hat



some



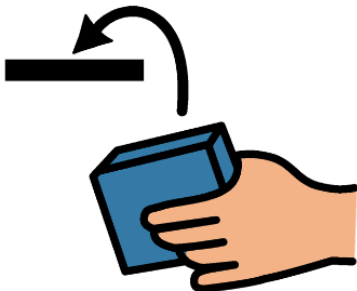
all



on



boot



put



coat

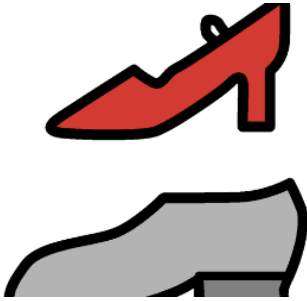


sneakers

CLOTHING THEME



BINGO



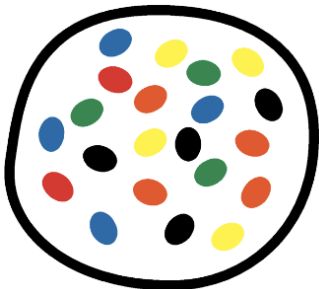
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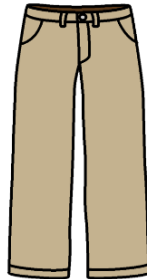
hat



some



all



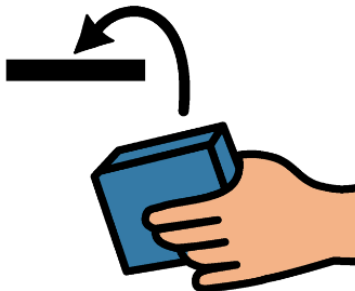
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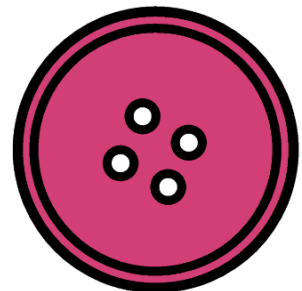
boot



socks



put



button

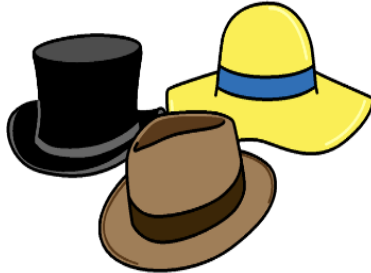
CLOTHING THEME



BINGO



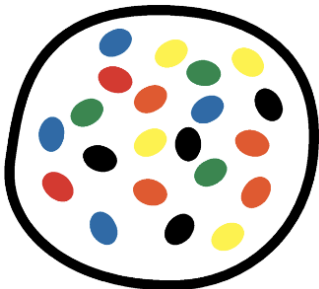
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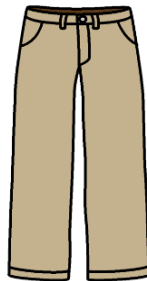
hat



some



all



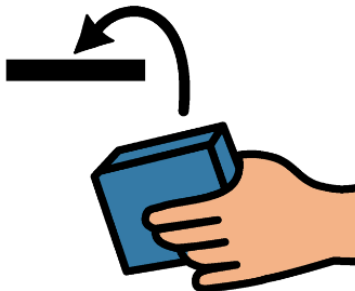
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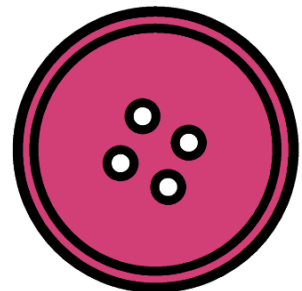
boot



socks



put

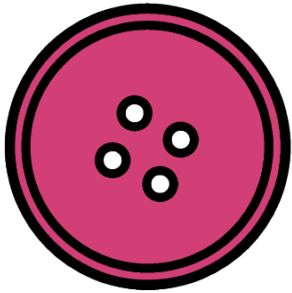


button

CLOTHING THEME



BINGO



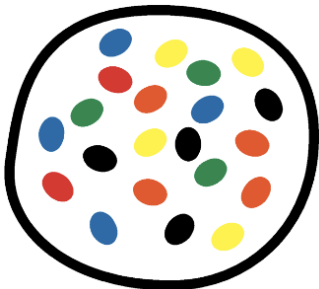
button



hat



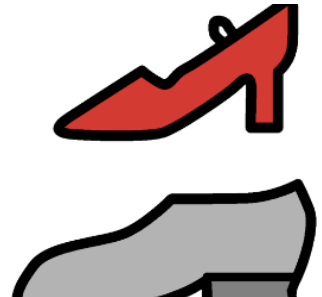
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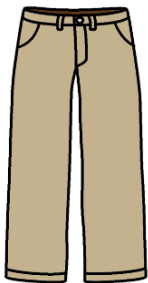
all



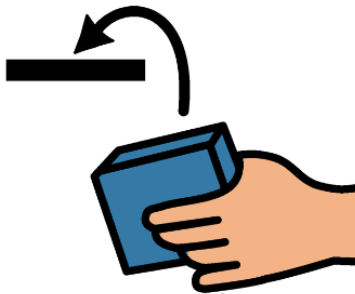
shirt



shoe



pants



put

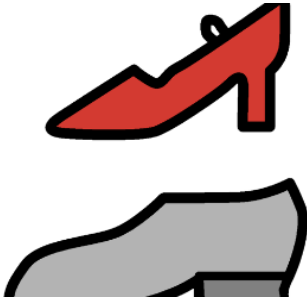


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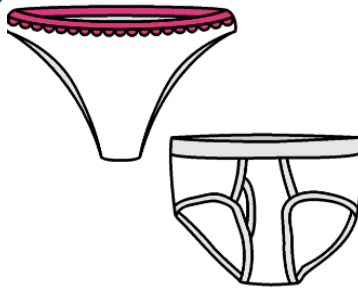
CLOTHING THEME



BINGO



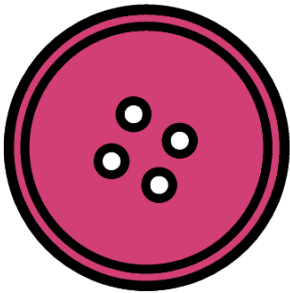
shoe



underwear



socks



button



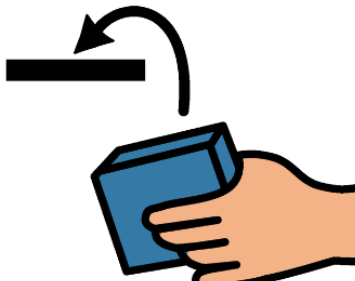
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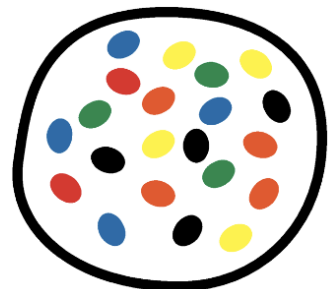
boot



some



put



all

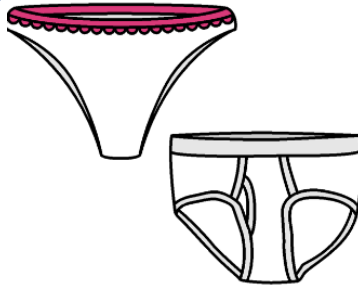
CLOTHING THEME



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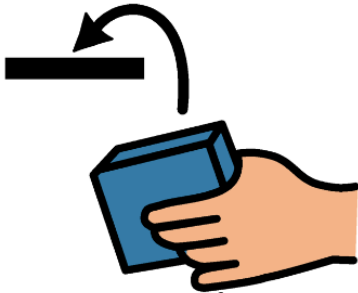
shirt



underwear



socks



put



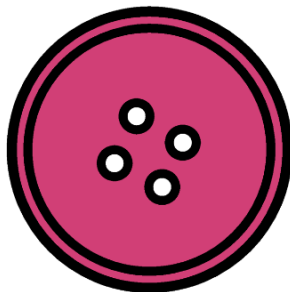
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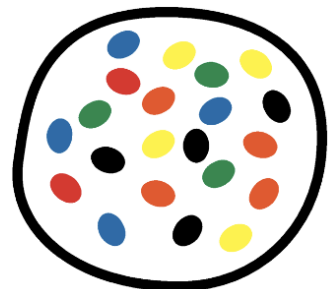
sneakers



boot



button



all

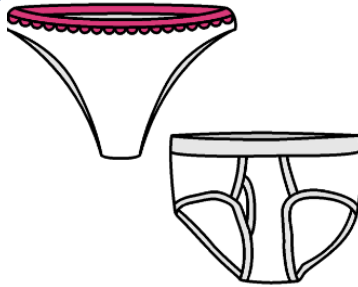
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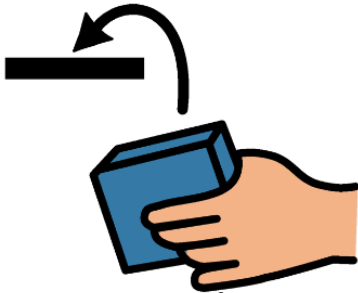
shirt



underwear



socks



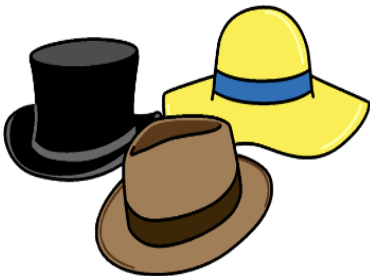
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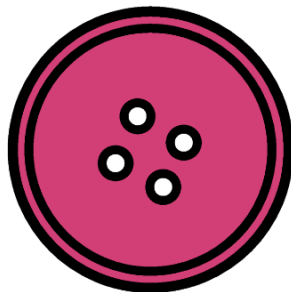
some



sneakers



hat



button



on

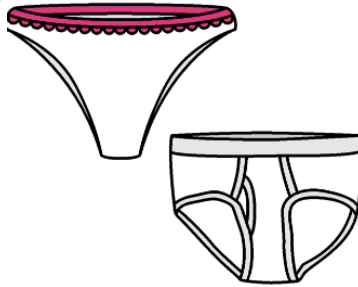
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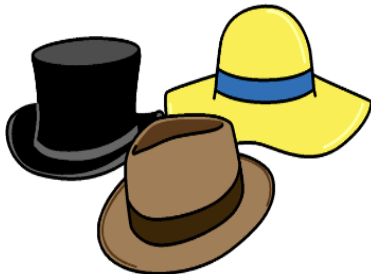
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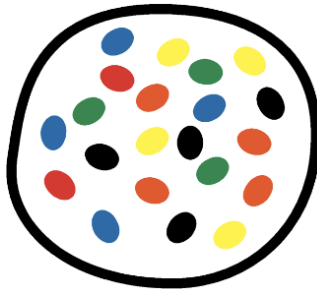
underwear



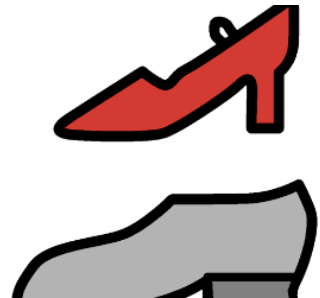
socks



hat



all



shoe



coat



sneakers

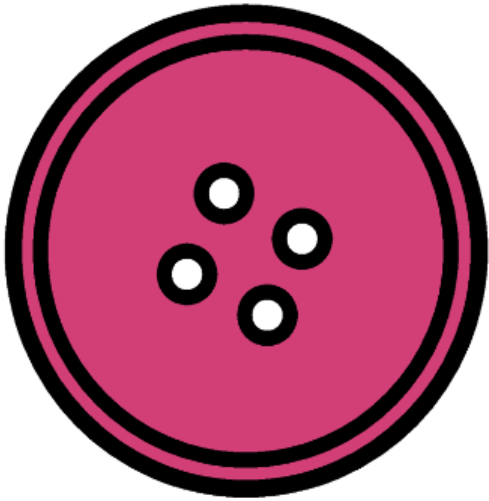


on

CLOTHING THEME



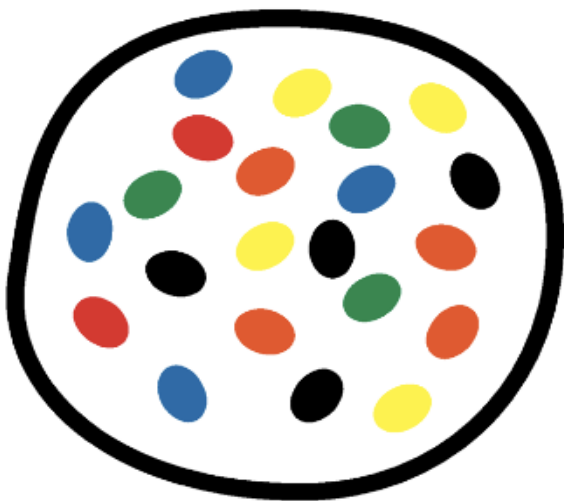
BINGO CALL CARDS



button



boot



all

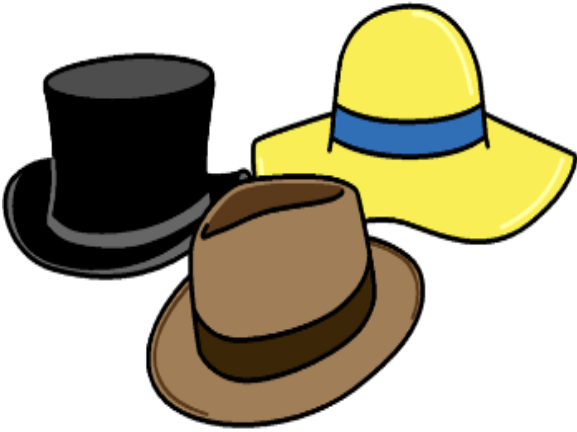


on

CLOTHING THEME



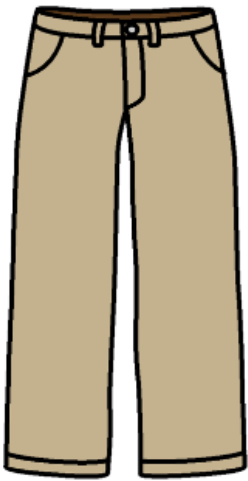
BINGO CALL CARDS



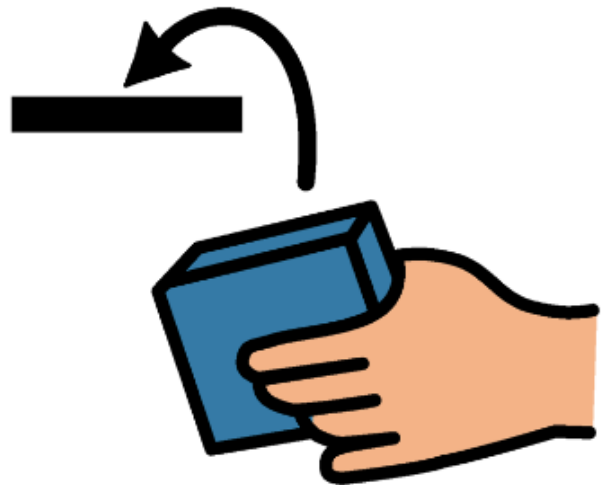
hat



coat



pants



put

CLOTHING THEME



BINGO CALL CARDS



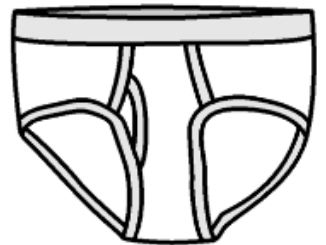
shirt



socks



shoe



underwear

CLOTHING THEME



BINGO CALL CARDS



sneakers



some

CLOTHING THEME



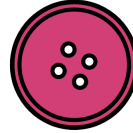
BINGO Call Sheet



all



boot



button



coat



hat



on



pant



put



shirt



shoe



sneaker



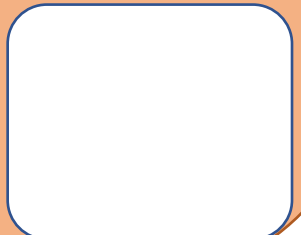
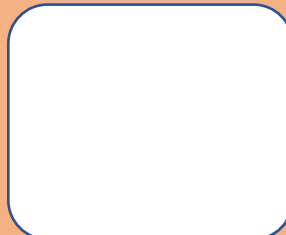
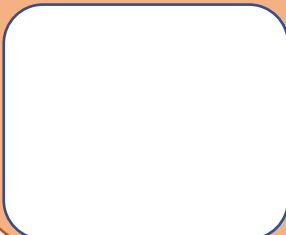
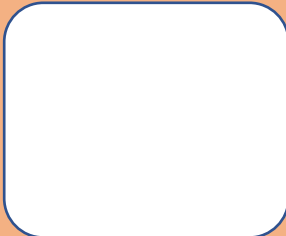
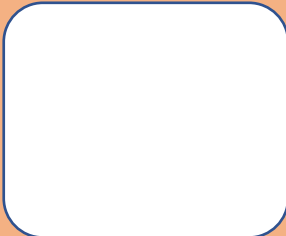
some



socks



underwear



CLOTHING THEME



BINGO Markers

A 10x10 grid of yellow squares with blue borders, used for drawing a 10-sided polygon. The grid is composed of 10 rows and 10 columns of squares. The squares are yellow, and the borders are blue. The grid is used for drawing a 10-sided polygon.