

SAFARI LETTER BINGO



1. Students will need to select one of the four Safari Bingo game boards.
2. An adult or older student will reference the Alphabet Chart of Safari Animals to call out.
3. Students will need to use markers such as pennies, cheerios, dimes, etc.
4. Call names of animals, letters, or letter sounds from the Alphabet Chart.
5. Students will place markers on letters or animals that are called.
6. They call BINGO when they have three in a row vertically, horizontally, or diagonally.

COMMON CORE CONNECTION

- ❖ RF.K.1d Recognize and name all upper and lowercase letters of the alphabet
- ❖ RF.K.3a Demonstrate basic knowledge of one-to-one letter-sound correspondences by producing the primary or many of the most frequent sound for each consonant.