GAME (57) People Bingo

Indoor/Outdoor

- Either

Equipment

- Draw grids with either four boxes (2 by 2) or nine boxes (3 by 3); create bingo cards by putting names of family or friends in each of the boxes (pictures for nonreaders).
- Small pieces of paper to make cards with one description on each: include physical traits (e.g., brown hair), things people like (e.g., pizza, fishing), professions (e.g., teacher), and state of residence (e.g., Texas).

How

- Take turns with your child drawing a card from the pile of papers with descriptions.
- Match the card to the people on the bingo cards.
- The goal is to fill up the bingo card with the characteristics that match the people on the bingo card.

Purpose

- **Observational skills:** This activity challenges children to pay attention to people's physical traits.
- **Theory of mind:** This game helps children understand that others have likes and dislikes that differ from their own. It is a pre-theory-of-mind skill.
- **Conversational language:** Knowing key things that others like and dislike as well as information about others, such as professions, gives children fodder for beginning conversations.

Note: The parents of a boy I have worked with said that after they played this game several times, their son started to ask relatives questions about themselves and would insist on creating more cards. Both parents said that he had never seemed interested in others, but after making the qualities of family members and friends a game, he was suddenly motivated. The great thing about it was that his asking questions of family members resulted in their starting to ask him questions and talk to him more.

> **WHY**   By using physical traits, the activity plays on the objective observations (e.g., hair color). You can expand it to subjective observations such as likes and dislikes (e.g., likes pizza, dislikes cats). This game will give the child a reason to have an interest in other people and understand that although different, everyone can share common interests, hobbies, and traits.