



# SURVIVAL SIGNS

OUTDOOR

## BINGO

By Janie Haugen



**Components:**

- 20 Full-Color "Outdoor" Bingo Boards
- 40 Full-Color "Outdoor" Bingo Calling Cards
- 1 "Outdoor" Bingo Matching Mat
- 1 Bingo "Winner's Chart"
- 180 Chip Markers

**For Use With:**

- Pre-kindergarten, kindergarten students and elementary-age school students of all abilities.
- Middle and high school students with developmental disabilities and learning differences.
- Adults with developmental disabilities and in "life skills" reading programs.
- All ages in English as-a-second language classes.



# INTRODUCTION

PCI's *Outdoor Survival Signs Bingo* covers 40 common signs found in the community such as signs: on city streets; by bus stops; at construction sites; near swimming pools; near schools and workplaces; by picnic areas; near railroads; by airports, hospitals and fire stations; near busy intersections; etc. This fun bingo game is an effective reinforcement for PCI's popular *Survival Signs* or as a stand-alone teaching tool.

*Survival Signs Bingo* is great for inclusive teaching settings and peer-buddy groups. Many of the signs include international graphic symbols to assist individuals who have limited reading skills in learning to identify them. PCI designed these signs to represent, as closely as possible, the actual signs found in the community. Many of the signs reflect the colors individuals need to know for safety and directional reasons (e.g., red for danger, yellow for caution, green and blue for information, etc.).

This easy-to-play bingo game assists individuals in recognizing survival signs they need to know when: walking in their community; helping the driver of a vehicle watch for directional signs; crossing parking lots, either in a vehicle or on foot; walking to the bus stop; walking to school; riding a bicycle to school or for leisure activities.

## 40 SURVIVAL SIGNS

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|--------------------------------|--|
| 1. Airport                     | 23. Phone  |
| 2. Beware of Dog               | 24. Picnic Area  |
| 3. Bike Route                  | 25. Pitch In!  |
| 4. Buckle Up For Safety        | 26. Railroad Crossing  |
| 5. Bus Stop                    | 27. Reserved Parking—For Persons<br>With Physical Disabilities |
| 6. Call 911—Emergency          | 28. School Crossing (Xing)                                     |
| 7. Do Not Enter                | 29. School Crossing—Some Students<br>Have Hearing Impairments  |
| 8. Don't Walk                  | 30. School Zone—20 M.P.H.                                      |
| 9. Fire Station                | 31. Signal Ahead   |
| 10. Flood Gauge                | 32. Slow—Children At Play                                      |
| 11. High Voltage—Danger        | 33. Speed Limit—30 M.P.H.                                      |
| 12. Hospital                   | 34. Stop   |
| 13. Keep Off The Grass         | 35. Stop Ahead   |
| 14. Neighborhood Crime Watch   | 36. Street Crossing—For Persons<br>With Physical Disabilities  |
| 15. No Bicycles                | 37. Walk   |
| 16. No Diving                  | 38. Wrong Way  |
| 17. No Parking                 | 39. Yield  |
| 18. No Swimming                | 40. Yield Ahead  |
| 19. No Trespassing             |  |
| 20. No Walking                 |  |
| 21. One Way                    |  |
| 22. Pedestrian Crossing (Xing) |  |

## USING THE PRETEST AND POST TEST (OPTIONAL)

**Pretest:** Before playing *Survival Signs Bingo* for the first time, photocopy the Pre/Post Test form on the next page for each person in the group. In a quiet area, use the Bingo Calling Cards to test each person individually on each of the forty signs. Show the person Sign #1 and ask "WHAT DOES THIS SIGN MEAN?" If the person identifies the sign correctly, put a "✓" in the appropriate box. If the person cannot indicate that the sign means "Airport," mark an "x" in the appropriate box. These same methods apply for subsequent testing and the Post Test.

**Note:** Some participants will not be able to read or say all of the survival words in this program such as "Airport" on Sign #1. However, they might be able to explain "The place where you go to take an airplane trip or to pick a person up who has been on a trip." The instructor should decide if this will be counted as a correct answer. For individuals with limited or no reading skills, this answer would indicate they have learned the true meaning of the survival sign, which may be their highest "functional" reading level.

**Scoring the Pretest:** Count the number of correct answers marked with a "✓" and write the score at the top of the test form by Pretest (e.g., 25 of 40). This is a good accountability method for showing what signs a participant already knows and what signs he or she needs to learn and/or practice.

## PLAYING FOR THE FIRST TIME

**Separate Bingo Calling Cards:** Separate the Bingo Calling Cards into 40 signs by carefully tearing along the perforated lines. (Store the Calling Cards in the plastic bag at end of game.)

## GETTING READY TO PLAY

1. **Choose "Bingo Caller":** Caller can be a teacher or a player who has mastered all the survival signs.
2. **Choose Bingo Game Cards:** Ask each participant to choose one Bingo Game Card.
3. **Count Out Chip Markers:** Place all 180 Chip Markers into the center of the playing area. Ask each participant to count out nine (9) markers. Then, put unused markers away.
4. **Type of Bingo Game:** Show the Bingo "Winner's Chart" and state which game is going to be played. Regular Bingo (across, down, or diagonal) or Full Board Bingo (entire board is filled.)
5. **Get Bingo Cards Ready:** Shuffle the 40 Bingo Calling Cards and place the cards face down on the playing surface beside the "Bingo Caller."
6. **Get Bingo Matching Mat:** Place Bingo Matching Mat beside the "Bingo Caller."

## START PLAY

1. **Draw Bingo Calling Cards:** The assigned "Bingo Caller" draws the first Bingo Calling Card, shows it to the participants and reads any words on it aloud.
2. **Match Bingo Calling Card To Bingo Boards:** Participants look at their Bingo Boards to see if they have the matching survival sign. If the survival sign is on their board, they place a chip on the corresponding square.
3. **Place Bingo Calling Cards:** Once all players have finished, the Bingo Caller places the card on the corresponding sign on the Bingo Matching Mat.
4. **Draw Next Card and Continue Play:** The game continues until one player has a "Bingo."

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## PLAYER SAFETY



The Chip Markers in this game are not for use by children under 3 years of age or persons of any age who have a history of placing inedible objects in their mouth. The chips may present a CHOKING HAZARD.

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