

# Lingo Bingo



**Lingo Bingo** is a game of listening skills and academic prowess. It is entertaining, informative and easy to play. It reduces tension, promotes drowsiness, and enhances feelings of hopelessness that may be generated in meetings, workshops, conferences, telephone conversations, e-mail, memos, etc.

Playing **Lingo Bingo** is easy as falling asleep. Choose one or more matrices. Cross out each word square as you hear the word or phrase. When you have five squares in a row, either horizontally, vertically, or diagonally stand up and shout, “**Whoop-de-do LINGO BINGO!!!**” You will then be appropriately and immediately rewarded by your colleagues.

## LINGO BINGO MATRIX A

Alternative Assessment	Goal Oriented	Driver	Research-Based	Strategy
Student Centered	Case Study	MAP	Facilitative	Performance Based
Window of Opportunity	Virtual Reality	<b>FREE WIN-WIN SPACE</b>	Team Player	Inquiry
Multiple Assessment	Skill Based	Synergy	Empowerment (Empower)	Technology
Bottom Line	Positive Attitude	Standards	In the Loop	Results-Driven

## LINGO BINGO MATRIX B

Multiple Assessment	Benchmark	Site-Based	Synergy	Mind Set
Mission	Best Practice	Think Outside the Box	Proactive	Reform
Strategic Fit	Leverage	<b>FREE WIN-WIN SPACE</b>	Out of the Loop	Student Focused
Cost/Benefit Ratio	Politically Correct	Revisit	Game Plan	Total Quality (Quality Driven)
Bottom Line	Close the Gap	Window	Stakeholders	Value Added

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## LINGO BINGO MATRIX C

Authentic Assessment	Frameworks	Accountability	Standards	Performance Test(ing)
Constructivist	Interdisciplinary	Minds-on	Big Understanding	Hands-on
User-Friendly	Alternative	<b>FREE WIN-WIN SPACE</b>	Diversity	Literacy
Individualized	Scope and Sequence	High Expectations	Inclusion	Bottom Line
Revisit	Strand(s)	Standardized Test(s)	Excellence in Education	Learner Outcome

## LINGO BINGO MATRIX D

Intervention	Brain-Based	Networking	Mentoring	Professional Development
Norm	Individualized Education Program	Millennium	Competencies	21st Century
Those People	Grow	<b>FREE WIN-WIN SPACE</b>	Cooperative Learning	School of Excellence
Population	Hardwire(d)	Documentation	Voluntary Mandate	Performance Standards
Target	Cognitive Domain	High Tech	System Support	Affective Domain

**“Whoop-de-do LINGO BINGO”**

*See Reverse Side*

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## LINGO BINGO MATRIX E

Advanced Placement	Alternative Education	Problem-based Learning	Portfolios	Criterion-Referenced
Challenging Curriculum	Back-to-Basics	Tougher Standards	Performance Events	Graphic Organizer
Raise the Bar	Mandate	<b>FREE WIN-WIN SPACE</b>	Multiple-Intelligents	Rubric
Gifted	Facilitator	All Can Learn	Big Picture	Constructed Response
High Stakes	Social Promotion	Meaningful Learning	Misconceptions	Scoring Guide

After your session, score the presenter, discussant, leader, whatever, by the number of matrices, A-E, for which you were able to complete at least one row or column. If you were able to fall asleep during the encounter give the presenter 5 extra credit points and move them up one level on the Performance Assessment Scale.

### Assessment of Achievement

Scoring Guide Number Matrices Completed	Performance Assessment	Potential Achievement Level
0 Matrices	Step 1 A Real Person	Teacher or Practitioner
1 Matrix	Wanna be	Associate Administrator or Brown Noser
2 Matrices	Progressing	Principal or Department Chair
3 Matrices	Nearing Proficiency	Superintendent or Dean
4 Matrices	Proficient	State Department of Education Administrator
5 Matrices	Advanced	National Guru or Politician

### “Whoop-de-do LINGO BINGO”

*See Some Other Side*