

Bingo Caller's Card

PIL62 - Digraph Review

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

back	bash	bath	beet	boot	sick
seed	sing	song	hood	table	tack
teeth	tooth	stable	stumble	cable	cook
keep	king	kick	shook	hook	sheep
thick	sack	pack	pick	ship	shop

Bingo Card ID 001

Bingo Card ID 002

BINGO-

BINGO-

shook	bath	tack	pack
cable	seed	teeth	kick
shop	sheep	sack	tooth
sick	boot	thick	bash

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shop	pick	table	sheep
shook	hook	kick	cook
teeth	ship	sick	cable
stable	tooth	tack	thick

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Bingo Card ID 003

BINGO-

shop	thick	ship	sack
tooth	keep	teeth	king
tack	table	sing	cable
stumble	pick	cook	bath

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Bingo Card ID 004

BINGO-

song	thick	pack	sick
teeth	boot	pick	table
bash	sack	seed	stable
shop	ship	stumble	cook

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Bingo Caller's Card

P1L64 - er & igh

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her	herd	fern	hammer	letter	number
perfect	tiger	serve	river	after	butter
finger	dinner	light	tight	sight	fight
might	night	right	bright	flight	

Bingo Card ID 001

BINGO-er & igh

river	butter	fight	light
number	herd	serve	perfect
night	sight	fern	tight
finger	bright	hammer	after

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Bingo Card ID 002

BINGO-er & igh

serve	perfect	might	river
hammer	herd	finger	fight
sight	right	dinner	her
letter	butter	fern	bright

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Bingo Card ID 003

BINGO-er & igh

serve	right	night	her
letter	tiger	fight	might
tight	butter	finger	bright
river	flight	perfect	hammer

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Bingo Card ID 004

BINGO-er & igh

tight	sight	light	fern
might	night	bright	number
river	right	serve	finger
dinner	her	hammer	tiger

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Bingo Caller's Card

PIL 66- Compound Words

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pancake	cupcake	moonlight	sunlight	flashlight	outside
inside	fireman	firewood	classroom	bathroom	bathtub
sunshine	sunset	cookbook	bookcase	bookshelf	flagpole
treetop	footprint	bedtime	homemade	bookbag	backpack
weekend	sandbox	lipstick			

Bingo Card ID 001

BINGO- compound words

moonlight	weekend	bath tub	flagpole
bookcase	homemade	fireman	outside
footprint	inside	bookbag	pancake
sunlight	bookshelf	bathroom	cookbook

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Bingo Card ID 002

BINGO- compound words

outside	flashlight	inside	treetop
moonlight	cookbook	fireman	bookshelf
pancake	bookcase	lipstick	sunset
weekend	bedtime	cupcake	bathroom

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Bingo Card ID 003

BINGO- compound words

lipstick	outside	footprint	cupcake
firewood	weekend	treetop	bookcase
sandbox	sunshine	sunlight	flashlight
bookshelf	bath tub	moonlight	bathroom

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Bingo Card ID 004

BINGO- compound words

sunlight	pancake	flagpole	flashlight
bookbag	treetop	bathroom	footprint
homemade	sunset	sunshine	bookshelf
outside	moonlight	lipstick	weekend

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Bingo Caller's Card

PIL 69 - ai & ay

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rain	brain	gain	grain	main	pain	stain
air	fair	hair	pair	fail	hail	mail
nail	pail	sail	tail	paid	train	trail
drain	pay	play	today	stay	tray	gray
spray	away	okay	holiday	highway	someday	birthday
yesterday						

Bingo Card ID 001

BINGO- ai ay

paid	birthday	someday	tail
fail	highway	main	spray
hail	stay	mail	nail
pail	drain	pain	stain

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Bingo Card ID 002

BINGO- ai ay

pail	holiday	sail	nail
today	paid	grain	hail
fair	spray	tray	okay
train	pain	fail	play

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Bingo Card ID 003

BINGO- ai ay

mail	pail	stain	okay
tail	stay	gray	spray
hair	train	someday	sail
pair	fail	pay	holiday

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Bingo Card ID 004

BINGO- ai ay

pay	trail	stain	pain
highway	holiday	drain	spray
sail	away	mail	main
today	play	train	fair

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Bingo Caller's Card

P1L72 - ar & ch

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

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arm	art	car	card	cart	bar	bark
barn	dark	dart	far	farm	harm	mart
mark	part	park	much	such	rich	chip
inch	chat	march	check	child	chase	lunch
bunch	punch	charm	chair	cheek	chill	french
ranch	cheese	crunch	branch	chart	chapter	teacher
children						

Bingo Card ID 001

BINGO - ar ch

cheese	bar	far	branch
inch	charm	chat	chair
farm	rich	teacher	harm
child	chase	check	barn

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Bingo Card ID 002

BINGO - ar ch

child	chart	dart	check
such	cheese	lunch	card
chair	part	mart	farm
punch	bunch	branch	cheek

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Bingo Card ID 003

BINGO- ar ch

french	child	cheek	chase
farm	harm	cart	inch
park	chapter	far	mark
dart	chill	branch	bunch

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Bingo Card ID 004

BINGO- ar ch

chip	park	march	french
punch	children	charm	farm
barn	chart	chase	dart
art	lunch	chat	rich

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Bingo Caller's Card P1L74 - or ? qu

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

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quit	quite	quiet	quiz	quick	queen
quest	squid	quilt	quack	quail	square
liquid	for	fort	sort	born	cord
pork	north	order	sport	horse	store
before	forget	corner	forever	story	morning

Bingo Card ID 001

Bingo Card ID 002

BINGO- qu or

quick	cord	square	order
forever	quail	squid	morning
quiet	queen	quack	story
quilt	for	store	born

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BINGO- qu or

quiet	pork	sport	queen
quick	horse	morning	forget
squid	quest	quilt	forever
quiz	story	square	store

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Bingo Card ID 003

BINGO- qu or

quiet	store	quest	quack
story	liquid	squid	north
square	sport	quit	forever
sort	pork	forget	cord

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Bingo Card ID 004

BINGO- qu or

quite	store	order	quilt
squid	for	pork	sport
born	quack	quail	quiz
quiet	quest	sort	forget

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Bingo Caller's Card

P.L.77- ir & ur

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sir	stir	bird	birth	burn	blur
blurt	burp	burst	skirt	squirt	shirt
swirl	twirl	curl	curb	dirt	first
girl	chirp	fur	hurt	turn	nurse
purse	turtle	third	hurry	thirsty	

Bingo Card ID 001

BINGO - ir ur

shirt	turn	blur	burp
fur	hurt	turtle	dirt
hurry	sir	nurse	burn
skirt	stir	twirl	birth

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Bingo Card ID 002

BINGO - ir ur

sir	thirsty	nurse	girl
shirt	curb	dirt	burst
turtle	skirt	burp	purse
swirl	turn	twirl	curl

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Bingo Card ID 003

BINGO - ir ur

twirl	purse	sir	hurry
turtle	curl	first	turn
thirsty	squirt	burp	burst
girl	third	stir	blur

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Bingo Card ID 004

BINGO - ir ur

stir	twirl	fur	skirt
turtle	burn	girl	thirsty
birth	hurry	hurt	swirl
sir	purse	shirt	third

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Bingo Caller's Card

P1L79 - digraph ow

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bow	row	low	blow	snow	show
slow	mow	owe	own	bowl	crow
flow	grow	below	yellow	fellow	follow
hollow	pillow	window			

Bingo Card ID 001

BINGO-OW

snow	bow	owe	fellow
row	low	window	show
pillow	yellow	crow	flow
blow	grow	mow	below

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Bingo Card ID 002

BINGO-OW

window	show	own	snow
grow	low	flow	slow
yellow	fellow	hollow	bowl
blow	mow	crow	bow

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Bingo Card ID 003

BINGO-OW

pillow	window	slow	hollow
mow	fellow	bow	flow
own	snow	blow	follow
show	below	yellow	grow

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Bingo Card ID 004

BINGO-OW

owe	yellow	crow	own
blow	pillow	row	window
flow	snow	slow	bowl
fellow	grow	hollow	low

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Bingo Caller's Card

P1 L 78 - soft c

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ace	face	race	trace	lace	place	space
ice	dice	mice	nice	rice	price	once
twice	advice	spice	spicy	cell	cent	center
fence	dance	fancy	succeed	success	excite	except
concert	cancel	pencil	celery	decide	circle	cycle

Bingo Card ID 001

Bingo Card ID 002

BINGO - soft c

BINGO - soft c

ice	cancel	race	cent	dice
spicy	face	rice	dance	lace
spice	excite	fancy	cell	mice
center	once	space	advice	pencil
concert	succeed	trace	ace	twice

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lace	except	price	fancy	succeed
ice	concert	dance	twice	rice
center	trace	mice	fence	cent
pencil	success	race	spice	cycle
space	celery	advice	decide	cancel

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Bingo Card ID 003

Bingo Card ID 004

BINGO-SOFT C

BINGO-SOFT C

fence	lace	excite	space	spice
spicy	rice	cycle	decide	race
trace	price	cent	nice	center
place	except	cancel	once	advice
ice	circle	fancy	ace	mice

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once	space	success	mice	dice
cell	rice	except	advice	price
excite	face	succeed	trace	pencil
twice	lace	place	fence	ice
center	spice	race	celery	nice

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Bingo Caller's Card

PL82- ā/cv, ē/cv, ī/cv

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ā corn acorn	bā by baby	bā con bacon	bā sic basic	crā zy crazy	grā vy gravy	hā zel hazel
lā dy lady	lā zy lazy	nā vel navel	nā vy navy	pā per paper	rā ven raven	crī sis crisis
fī ber fiber	fī nal final	ī tem item	mī nus minus	pī lot pilot	sī lent silent	spī der spider
tī dy tidy	ē ven even	ē vening evening	ē vil evil	fē male female	lē gal legal	vē nus Venus

Bingo Card ID 001

BINGO - a' cv e' cv

i' cv

pī lot pilot	bā con bacon	ē vil evil	crī sis crisis	lā zy lazy
nā vel navel	ī tem item	hā zel hazel	rā ven raven	nā vy navy
mī nus minus	crā zy crazy	spī der spider	bā by baby	fē male female
tī dy tidy	fī nal final	ā corn acorn	ē vening evening	ē ven even
lā dy lady	vē nus Venus	grā vy gravy	fī ber fiber	bā sic basic

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Bingo Card ID 002

BINGO - a' cv e' cv

i' cv

rā ven raven	nā vy navy	lē gal legal	ē vening evening	pī lot pilot
fī nal final	hā zel hazel	ī tem item	fē male female	crī sis crisis
pā per paper	spī der spider	ā corn acorn	ē vil evil	grā vy gravy
bā sic basic	lā dy lady	bā by baby	crā zy crazy	bā con bacon
tī dy tidy	vē nus Venus	nā vel navel	lā zy lazy	fī ber fiber

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Bingo Card ID 003

Bingo Card ID 004

BINGO - a' | cv e' | cv

i' | cv

mī nus minus	rā ven raven	pā per paper	grā vy gravy	ī tem item
lā dy lady	ē vil evil	ē vening evening	crī sis crisis	sī lent silent
ē ven even	tī dy tidy	lē gal legal	bā con bacon	fē male female
pī lot pilot	bā by baby	nā vy navy	fī ber fiber	spī der spider
fī nal final	ē nus venus	ā corn acorn	nā vel navel	lā zy lazy

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BINGO - a' | cv e' | cv

i' | cv

tī dy tidy	lā zy lazy	spī der spider	ī tem item	crā zy crazy
lē gal legal	ē vening evening	bā by baby	mī nus minus	nā vel navel
ā corn acorn	pī lot pilot	rā ven raven	ē ven even	fē male female
pā per paper	ē vil evil	bā sic basic	sī lent silent	grā vy gravy
crī sis crisis	fī nal final	hā zel hazel	nā vy navy	bā con bacon

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Bingo Caller's Card

P1 L 84 - \bar{o}'/cv , \bar{u}'/cv , \bar{a}'/cv'

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$\bar{b}o$ nus bonus	$cl\bar{o}$ ver clover	$c\bar{o}$ zy cozy	$d\bar{o}$ nate donate	$f\bar{o}$ cus focus	$fr\bar{o}$ zen frozen	$m\bar{o}$ ment moment
\bar{o} pen open	\bar{o} val oval	\bar{o} ver over	$r\bar{o}$ bot robot	$R\bar{o}$ man Roman	$r\bar{o}$ tate rotate	$sp\bar{o}$ ken spoken
$t\bar{o}$ tal total	$d\bar{u}$ ty duty	$m\bar{u}$ sic music	$p\bar{u}$ pil pupil	$st\bar{u}$ pid stupid	$s\bar{u}$ per super	$t\bar{u}$ lip tulip
\eth go ago	\eth dapt adapt	\eth dopt adopt	\eth dult adult	\eth larm alarm	\eth like alike	\eth wake awake
\eth ware aware	\eth way away					

Bingo Card ID 001

Bingo Card ID 002

BINGO - O' | CV U' | CV

Ə | CV'

ō pen open	clō ver clover	Ə like alike	rō tate rotate	dū ty duty
sū per super	Ə wake awake	pū pil pupil	ō val oval	tō tal total
stū pid stupid	Ə way away	ō ver over	dō nate donate	Ə ware aware
bō nus bonus	frō zen frozen	Ə dopt adopt	Ə dult adult	mō ment moment
rō bot robot	Ə larm alarm	Ə go ago	Ṛō man Roman	fō cus focus

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BINGO - O' | CV U' | CV

Ə | CV'

ō val oval	spō ken spoken	Ə larm alarm	tō tal total	ō pen open
mō ment moment	pū pil pupil	frō zen frozen	Ə wake awake	tū lip tulip
ō ver over	dū ty duty	Ə dult adult	Ə way away	Ə like alike
Ə ware aware	cō zy cozy	mū sic music	rō bot robot	bō nus bonus
dō nate donate	clō ver clover	Ə dopt adopt	Ṛō man Roman	rō tate rotate

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Bingo Card ID 003

BINGO - O' CV U' CV

ə | CV'

ō val oval	ə ware aware	tū lip tulip	stū pid stupid	ə way away
mū sic music	ə wake awake	rō bot robot	ə like alike	ə larm alarm
ə dapt adapt	dū ty duty	ə go ago	spō ken spoken	frō zen frozen
clō ver clover	ə dopt adopt	bō nus bonus	ō pen open	fō cus focus
tō tal total	Ṛō man Roman	ō ver over	mō ment moment	ə dult adult

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Bingo Card ID 004

BINGO - O' CV U' CV

ə | CV'

ə dopt adopt	ə ware aware	rō tate rotate	ō ver over	ə wake awake
dō nate donate	spō ken spoken	ə larm alarm	bō nus bonus	stū pid stupid
sū per super	ə dult adult	ō val oval	tū lip tulip	ə go ago
frō zen frozen	ō pen open	ə way away	ə like alike	cō zy cozy
ə dapt adapt	mū sic music	mō ment moment	dū ty duty	pū pil pupil

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Bingo Caller's Card P1L86 - ēā

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read	beach	reach	teach	teacher	beak	speak
creak	sneak	sneaky	squeak	squeal	beard	beast
feast	least	leash	leave	breathe	gear	clear
smear	year	yearly	tear	tearless	mean	meal
lean	clean	neat	neatness	seat	seatless	season
reason	treat	grease	tease	cream	scream	dream
east	easy	cheap	cheaply	please		

Bingo Card ID 001

Bingo Card ID 002

BINGO-éa

BINGO-éa

leash	beard	reach	east	year
cheap	season	gear	teacher	read
cream	tearless	least	grease	feast
scream	squeal	breathe	leave	reason
cheaply	squeak	mean	beak	neat

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least	yearly	please	tear	grease
easy	tease	leash	seat	clear
cream	squeak	sneak	squeal	cheaply
year	read	smear	lean	cheap
leave	teach	neat	scream	reach

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Bingo Card ID 003

Bingo Card ID 004

BINGO-ēā

BINGO-ēā

reason	lean	least	feast	treat
scream	read	season	creak	speak
dream	year	reach	smear	yearly
please	meal	cheap	easy	beard
squeal	mean	neatness	cheaply	leash

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mean	treat	speak	seatless	reason
squeal	leave	east	breathe	read
easy	feast	please	beak	gear
seat	teacher	smear	neat	lean
leash	least	sneak	neatness	cheaply

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Bingo Caller's Card

PIL87- ěā ē ēā

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dead	dread	death	deaf	bread	head	headlight
read	ready	lead	ahead	thread	spread	breath
health	wealth	breakfast	sweat	threat	heavy	steady
meant	sweater	feather	leather	weather	weapon	pleasant
pear	bear	tear	wear	great	break	steak

Bingo Card ID 001

Bingo Card ID 002

BINGO-ěā eā

BINGO-ěā eā

meant	bread	sweat	breath	head
threat	heavy	sweater	feather	pear
thread	health	lead	breakfast	pleasant
dead	ready	tear	bear	spread
death	wealth	wear	ahead	weather

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pear	headlight	steak	lead	wealth
meant	death	feather	weather	sweater
dead	wear	pleasant	leather	breath
spread	weapon	sweat	thread	dread
tear	break	bear	great	bread

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Bingo Card ID 003

Bingo Card ID 004

BINGO- ěa eā

BINGO- ěa eā

leather	pear	health	tear	thread
threat	sweater	dread	great	sweat
wear	steak	breath	read	dead
steady	headlight	bread	ready	bear
meant	deaf	lead	ahead	pleasant

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ready	tear	weapon	pleasant	head
breakfast	sweater	headlight	bear	steak
health	heavy	wealth	wear	spread
weather	pear	steady	leather	meant
dead	thread	sweat	break	read

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Bingo Caller's Card

PI L 88 - Dropping Rule -ing

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baking	blaming	blazing	braking	caring	closing	coding
curing	daring	dating	fading	flaming	framing	glaring
grading	grating	grazing	hating	hoping	lacing	making
naming	noting	poking	raking	rating	roping	ruling
scaring	scoring	shading	shining	skating	storing	stroking
taking	taming	taping	trading			

Bingo Card ID 001

BINGO - dropping rule - ing

hoping	blazing	roping	shading
closing	framing	grating	ruling
fading	lacing	grading	scoring
grazing	making	trading	caring

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Bingo Card ID 002

BINGO - dropping rule - ing

lacing	glaring	rating	grazing
shining	hoping	daring	fading
taping	stroking	ruling	trading
coding	hating	closing	storing

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Bingo Card ID 003

BINGO - dropping rule - ing

lacing	scaring	grading	hating
dating	ruling	scoring	shading
flaming	taming	storing	roping
rating	closing	naming	raking

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Bingo Card ID 004

BINGO - dropping rule - ing

taming	noting	trading	skating
scaring	framing	making	glaring
caring	ruling	blaming	rating
grading	shining	grating	storing

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Bingo Caller's Card

PI L88- Dropping Rule -ed ÷ -y

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

baked	blamed	blazed	braked	cared	closed	coded
cubed	cured	dared	dated	faded	framed	glared
graded	grated	grazed	hated	hoped	laced	named
noted	poked	raked	rated	roped	ruled	scared
scored	shaded	shined	skated	storing	stroked	tamed
taped	traded	bony	lacy	nosy	rosy	poky
scary	shiny	shady				

Bingo Card ID 001

Bingo Card ID 002

BINGO- dropping rule -ed & -y

hated	blazed	poky	rosy
faded	cared	graded	dared
storing	raked	tamed	graded
roped	hoped	glared	laced

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BINGO- dropping rule -ed & -y

hoped	grated	poked	framed
stroked	ruled	hated	taped
cubed	dared	shined	raked
closed	scored	shiny	cared

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Bingo Card ID 003

Bingo Card ID 004

BINGO- dropping rule -ed & -y

grazed	glared	hoped	rated
roped	raked	traded	cured
rosy	shady	dated	scary
poky	poked	cared	lacy

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BINGO- dropping rule -ed & -y

traded	shady	named	scared
shiny	rated	faded	laced
framed	braked	raked	poked
glared	blamed	storing	graded

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Bingo Caller's Card

PIL 89 - oi oy

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

oil	oily	boil	boiled	boiling	coil	coin
foil	soil	soiled	join	joining	joint	point
pointed	moist	moistness	hoist	avoid	poison	boy
joy	enjoy	enjoying	toy	ahoy	annoy	

Bingo Card ID 001

Bingo Card ID 002

TIC TAC TOE - oi oy

moistness	toy	avoid
hoist	boiling	joint
enjoying	oil	joining

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TIC TAC TOE - oi oy

oil	join	joy
soiled	moistness	coin
enjoying	boy	oily

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Bingo Card ID 003

Bingo Card ID 004

TIC TAC TOE- oi oy

moist	oil	joining
enjoy	foil	toy
soiled	boiling	point

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TIC TAC TOE- oi oy

pointed	oily	hoist
join	boiled	soiled
annoy	joining	joint

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Bingo Caller's Card PIL94 - tion & ue

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

nation	station	option	action	motion	lotion	location
section	portion	attention	collection	direction	election	emotion
fraction	mention	vacation	education	information	conversation	satisfaction
due	blue	clue	glue	argue	rescue	value
avenue	barbecue	continue	Tuesday			

Bingo Card ID 001

Bingo Card ID 002

BINGO-tion ue

BINGO-tion ue

information	argue	rescue	due
vacation	barbecue	emotion	satisfaction
conversation	location	election	fraction
station	avenue	lotion	section

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location	fraction	education	portion
information	value	collection	conversation
blue	satisfaction	glue	barbecue
lotion	nation	station	rescue

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Bingo Card ID 003

Bingo Card ID 004

BINGO-tion ue

BINGO-tion ue

location	glue	election	section
vacation	station	continue	satisfaction
direction	rescue	portion	mention
barbecue	motion	education	blue

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motion	section	lotion	due
education	avenue	satisfaction	portion
action	election	emotion	value
nation	blue	glue	information

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Bingo Caller's Card

P1L96 - es

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

ashes	beaches	benches	bosses	boxes	branches
brushes	classes	crushes	dishes	dressses	fizzes
glasses	hushes	kisses	lashes	lunches	misses
mixes	passes	ranches	rushes	smashes	splashes
suffixes	wishes				

Bingo Card ID 001

Bingo Card ID 002

BINGO-ES

BINGO-ES

mixes	benches	glasses	branches
lashes	dresses	passes	lunches
kisses	boxes	ranches	beaches
smashes	brushes	crushes	splashes

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passes	wishes	lunches	hushes
mixes	crushes	dresses	brushes
ranches	branches	misses	splashes
dishes	bosses	boxes	benches

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Bingo Card ID 003

Bingo Card ID 004

BINGO-ES

BINGO-ES

passes	misses	kisses	dishes
fizzes	wishes	rushes	branches
suffixes	smashes	hushes	brushes
benches	beaches	mixes	lunches

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smashes	glasses	ranches	hushes
boxes	kisses	beaches	wishes
lashes	splashes	misses	mixes
suffixes	brushes	passes	bosses

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Bingo Caller's Card

P1 L 97 - ou

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

about	amount	around	loud	cloud	proud
ouch	pouch	couch	count	mount	sour
flour	mound	found	hound	house	pound
sound	round	ground	playground	underground	mouse
mouth	south	scout	snout	trout	

Bingo Card ID 001

Bingo Card ID 002

BINGO - OU

BINGO - OU

pouch	south	around	count
mound	mouth	trout	house
mouse	pound	ouch	couch
proud	scout	underground	amount

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pound	sour	ouch	mount
pouch	ground	house	flour
trout	proud	count	playground
snout	south	underground	hound

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Bingo Card ID 003

Bingo Card ID 004

BINGO-OU

underground	playground	pound	mouse
trout	hound	loud	south
sour	round	count	flour
mount	sound	scout	around

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BINGO-OU

scout	underground	mound	proud
trout	couch	mount	sour
amount	mouse	mouth	snout
pound	playground	pouch	sound

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Bingo Caller's Card *PIL97-ow*

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

bow	plow	vow	wow	now	how
cow	cowboy	cowgirl	brown	clown	crowd
down	downstairs	crown	town	gown	frown
owl	howl	scowl	flower		

Bingo Card ID 001

Bingo Card ID 002

BINGO-O-W

BINGO-O-W

scowl	clown	cowgirl	gown
now	flower	town	owl
howl	vow	cowboy	crowd
brown	down	bow	frown

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town	owl	how	scowl
down	flower	crowd	cowgirl
vow	plow	cow	downstairs
frown	clown	cowboy	brown

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Bingo Card ID 003

Bingo Card ID 004

BINGO-OW

BINGO-OW

town	plow	howl	downstairs
frown	wow	cowgirl	crowd
how	clown	brown	scowl
crown	owl	down	vow

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gown	vow	cowboy	how
howl	brown	now	scowl
plow	crowd	town	cow
wow	down	cowgirl	downstairs

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Bingo Caller's Card

P1 L101 - au & aw

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

haul	haunt	auto	fault	vault	launch	laundry
author	faucet	sauce	saucer	August	pause	cause
because	paw	raw	saw	law	lawn	claw
flaw	jaw	slaw	straw	draw	drawn	fawn
thaw	yawn	crawl	scrawl	shawl	bawl	hawk
squawk	lawyer					

Bingo Card ID 001

Bingo Card ID 002

BINGO- au aw

BINGO- au aw

launch	sauce	auto	shawl
fawn	cause	haunt	saucer
faucet	haul	laundry	scrawl
hawk	because	law	claw

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laundry	flaw	raw	hawk
slaw	launch	draw	faucet
claw	saucer	thaw	jaw
straw	law	cause	pause

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Bingo Card ID 003

Bingo Card ID 004

BINGO- au aw

BINGO- au aw

laundry	jaw	haul	saw
scrawl	drawn	saucer	shawl
fault	yawn	sauce	straw
raw	cause	lawn	claw

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yawn	lawyer	squawk	saw
fawn	law	because	saucer
flaw	author	haul	raw
slaw	haunt	pause	straw

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Bingo Caller's Card

P1 L103 - Wild Colt Words

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

find	kind	rind	bind	blind	grind	old
mold	fold	hold	told	gold	goldfish	sold
cold	scold	bold	both	wild	mild	child
colt	jolt	host	post	postman	pint	roll

Bingo Card ID 001

BINGO - wild colt words

old	bold	told	cold	hold
kind	wild	goldfish	pint	mild
jolt	child	post	blind	colt
rind	fold	roll	sold	scold
grind	bind	gold	find	both

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Bingo Card ID 002

BINGO - wild colt words

pint	mild	host	sold	old
fold	goldfish	wild	colt	cold
mold	post	roll	told	gold
both	grind	blind	child	bold
rind	bind	kind	hold	find

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Bingo Card ID 003

Bingo Card ID 004

BINGO- wild colt words

jolt	pint	mold	gold	wild
grind	told	sold	cold	postman
scold	rind	host	bold	colt
old	blind	mild	find	post
fold	bind	roll	kind	hold

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BINGO- wild colt words

rind	hold	post	wild	child
host	sold	blind	jolt	kind
roll	old	pint	scold	colt
mold	told	both	postman	gold
cold	fold	goldfish	mild	bold

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Bingo Caller's Card

PIL107 - VC'/V

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

ac id acid	bod y body	cab in cabin	cit y city	clev er	com ic comic	dec ade decade
den im denim	drag on dragon	ev er ever	ex it exit	fin ish finish	hab it habit	lem on lemon
lil y lily	lim it limit	mim ic mimic	nev er never	ox en oxen	prof it profit	rap id rapid
riv er river	rob in robin	sal ad salad	sev en seven	sliv er sliver	sol id solid	tal ent talent
top ic topic	val id valid	val ue value	vis it visit	viv id vivid		

Bingo Card ID 001

Bingo Card ID 002

BINGO-VC' | V

BINGO-VC' | V

ox en oxen	cab in cabin	sol id solid	com ic comic	val ue value
hab it habit	lim it limit	ex it exit	tal ent talent	mim ic mimic
prof it profit	val id valid	lil y lily	rap id rapid	clev er clever
top ic topic	bod y body	dec ade decade	rob in robin	sal ad salad
drag on dragon	vis it visit	sliv er sliver	ac id acid	sev en seven

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prof it profit	mim ic mimic	sliv er sliver	lem on lemon	vis it visit
ox en oxen	drag on dragon	ex it exit	tal ent talent	dec ade decade
nev er never	com ic comic	rap id rapid	sal ad salad	val id valid
sol id solid	viv id vivid	ev er ever	top ic topic	cit y city
fin ish finish	bod y body	clev er clever	cab in cabin	rob in robin

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Bingo Card ID 003

Bingo Card ID 004

BINGO-VC' | V

BINGO-VC' | V

prof it profit	nev er never	lil y lily	top ic topic	val ue value
val id valid	ev er ever	tal ent talent	fin ish finish	sol id solid
sliv er sliver	riv er river	com ic comic	rob in robin	lem on lemon
dec ade decade	cab in cabin	sev en seven	bod y body	ox en oxen
den im denim	mim ic mimic	ac id acid	rap id rapid	drag on dragon

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rob in robin	viv id vivid	top ic topic	hab it habit	rap id rapid
lem on lemon	tal ent talent	clev er clever	lil y lily	sliv er sliver
bod y body	vis it visit	lim it limit	sal ad salad	ox en oxen
sev en seven	prof it profit	nev er never	dec ade decade	val id valid
cit y city	sol id solid	drag on dragon	com ic comic	riv er river

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Bingo Caller's Card

P1L108 - ey & ph

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

key	donkey	monkey	turkey	alley	galley	valley
barley	volley	trolley	medley	money	honey	kidney
chimney	graph	graphite	gopher	dolphin	orphan	phase
phrase	phonics	phony	phone	photo	sphere	elephant
alphabet	telephone					

Bingo Card ID 001

Bingo Card ID 002

BINGO-ey ph

BINGO-ey ph

phase	barley	trolley	key	donkey
money	turkey	graphite	phone	monkey
medley	volley	phonics	dolphin	valley
alphabet	elephant	photo	phrase	gopher
honey	telephone	sphere	alley	galley

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phone	kidney	telephone	monkey	phase
gopher	graphite	elephant	turkey	orphan
phonics	donkey	phrase	volley	trolley
valley	chimney	graph	honey	alphabet
dolphin	barley	photo	alley	key

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Bingo Card ID 003

Bingo Card ID 004

BINGO-ey ph

BINGO-ey ph

phone	valley	orphan	medley	volley
graph	turkey	honey	trolley	telephone
phony	donkey	sphere	kidney	elephant
barley	photo	alphabet	phase	galley
monkey	alley	phonics	gopher	phrase

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photo	valley	key	phonics	turkey
dolphin	kidney	telephone	alphabet	medley
money	phrase	phone	orphan	sphere
elephant	phase	volley	trolley	chimney
phony	graph	gopher	donkey	graphite

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Bingo Caller's Card *PIL109-Soft g*

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

gel	gem	germ	gym	ā gent agent	dī gest digest
dig it digit	frig id frigid	gel ə tin gelatin	gī ənt giant	gī gan tic gigantic	gir affe giraffe
gin ger ginger	mag ic magic	trag ic tragic	or ənge orange	gentle	gentle man gentleman
gen er əl general	pass en ger passenger				

Bingo Card ID 001

Bingo Card ID 002

TIC TAC TOE- soft g

TIC TAC TOE- soft g

trag ic tragic	frig id frigid	gym
gem	mag ic magic	gin ger ginger
or ənge orange	gī ənt giant	ā gent agent

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ā gent agent	or ənge orange	gī gan tic gigantic
trag ic tragic	gen er əl general	gin ger ginger
gentle	gem	pass en ger passenger

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Bingo Card ID 003

Bingo Card ID 004

TIC TAC TOE- soft g

TIC TAC TOE- soft g

ā gent agent	pass en ger passenger	g ĩnt giant
germ	gir affe giraffe	gem
g ĩ gan tic gigantic	frig id frigid	gentle

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gym	gel ĩ tin gelatin	g ĩ gan tic gigantic
g ĩ ĩnt giant	d ĩ gest digest	mag ic magic
ā gent agent	trag ic tragic	gentle

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Bingo Caller's Card P1L111 - Doubling Rule

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

baggy	batting	begging	bragged	bugging	canned	clogged
cutting	digging	dipped	dripping	dotted	dragged	dropped
foggy	getting	grabbing	gummy	hitting	hogging	hopped
hugging	kidding	letting	mopped	nagging	patting	pinned
popped	ripped	rotted	rubbing	running	sipping	skipped
slammed	slapping	slipped	snapping	sobbing	spinning	spitted
stepped	stopping	tipped	topping	trimming	tripped	

Bingo Card ID 001

Bingo Card ID 002

BINGO- Doubling Rule

hitting	begging	patting	dripping	topping
canned	rotted	getting	pinned	spinning
dotted	stepped	ripped	foggy	hogging
grabbing	snapping	bugging	hopped	clogged
popped	slipped	kidding	batting	digging

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BINGO- Doubling Rule

hogging	trimming	spitted	nagging	grabbing
dropped	hitting	stopping	rubbing	digging
dotted	slipped	skipped	pinned	snapping
clogged	topping	sipping	gummy	hopped
canned	sobbing	letting	running	spinning

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Bingo Card ID 003

BINGO- Doubling Rule

gummy	hogging	popped	foggy	rotted
tipped	dipped	ripped	pinned	topping
slapping	dragged	patting	trimming	sipping
nagging	tripped	hugging	canned	snapping
kidding	mopped	dropped	begging	clogged

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Bingo Card ID 004

BINGO- Doubling Rule

kidding	slapping	tipped	snapping	popped
running	hopped	dripping	dropped	pinned
bugging	batting	foggy	nagging	rubbing
getting	spinning	sipping	letting	gummy
hitting	hogging	skipped	clogged	mopped

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Bingo Caller's Card P1L112 - kn, gn, wr, mb

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

knee	know	knit	knot	knob	knock	knife
knight	knuckle	gnu	gnat	gnaw	gnarl	gnash
gnome	sign	assign	design	wren	wrap	wreath
wreck	wrench	wring	wrist	wrinkle	write	written
wrote	wrong	lamb	bomb	comb	honeycomb	dumb
numb	thumb	crumb	climb	plumber		

Bingo Card ID 001

Bingo Card ID 002

BINGO- kn gn wr mb

BINGO- kn gn wr mb

knob	climb	sign	gnu
design	wreck	knife	thumb
gnaw	wreath	knock	knight
knee	crumb	wrong	knot

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knock	honeycomb	knight	plumber
wren	knob	gnash	gnaw
written	wrong	wrinkle	dumb
thumb	knot	design	wring

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Bingo Card ID 003

Bingo Card ID 004

BINGO- kn gn wr mb

knock	knee	wrap	knit
wreath	thumb	wreck	gnat
gnome	write	sign	wring
plumber	design	know	knuckle

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BINGO- kn gn wr mb

write	knuckle	wrong	wrap
wrench	knot	gnu	crumb
thumb	honeycomb	knee	plumber
bomb	knife	wren	lamb

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Bingo Caller's Card

PIL114 - ē/cv', o/cv', ū/cv'

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

bē side beside	dē bate debate	dē pend depend	ē ject eject	ē lect elect	ē rupt erupt
ē vent event	prē tend pretend	bē cause because	ō mit omit	hō tel hotel	prō tect protect
prō duce produce	prō pel propel	prō vide provide	ᵹū ly ᵹuly	sū perb superb	ū nite unite

Bingo Card ID 001

Bingo Card ID 002

TIC TAC TOE- ē | CV'

ō | CV' ū | CV'

bē side beside	hō tel hotel	ē ject eject
ē vent event	prō vide provide	ē rupt erupt
ō mit omit	dē pend depend	prē tend pretend

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TIC TAC TOE- ē | CV'

ō | CV' ū | CV'

ō mit omit	ē lect elect	prō pel propel
prō vide provide	prē tend pretend	ū nite unite
hō tel hotel	prō tect protect	dē bate debate

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Bingo Card ID 003

Bingo Card ID 004

TIC TAC TOE- ē | cv'

ō | cv' ū | cv'

ū nite unite	ē rupt erupt	prō tect protect
sū perb superb	hō tel hotel	prē tend pretend
ē lect elect	bē side beside	bē cause because

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TIC TAC TOE- ē | cv'

ō | cv' ū | cv'

ē ject eject	dē pend depend	ē lect elect
bē cause because	ē rupt erupt	ē vent event
ū nite unite	prē tend pretend	dē bate debate

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Bingo Caller's Card

PIL116 - tch

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

batch	catch	scratch	fetch
hatch	match	patch	stretch
itch	pitch	pitcher	stitch
kitchen	witch	switch	crutch

Bingo Card ID 001

Bingo Card ID 002

TIC TAC TOE- tch

crutch	itch	stitch
witch	pitcher	switch
hatch	catch	kitchen

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TIC TAC TOE- tch

stretch	patch	pitcher
kitchen	itch	fetch
pitch	catch	crutch

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Bingo Card ID 003

Bingo Card ID 004

TIC TAC TOE- teh

TIC TAC TOE- teh

switch	pitch	scratch
itch	crutch	kitchen
stretch	catch	match

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stitch	hatch	stretch
catch	switch	witch
kitchen	fetch	itch

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Bingo Caller's Card

PIL117-dge

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

badge	budge	bridge	dodge
edge	fudge	grudge	judge
ledge	lodge	nudge	pledge
ridge	sludge	smudge	wedge

Bingo Card ID 001

Bingo Card ID 002

TIC TAC TOE- dge

budge	fudge	ridge
wedge	nudge	smudge
edge	bridge	grudge

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TIC TAC TOE- dge

sludge	ledge	nudge
grudge	fudge	dodge
lodge	bridge	budge

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Bingo Card ID 003

Bingo Card ID 004

TIC TAC TOE- dge

smudge	lodge	pledge
fudge	budge	grudge
sludge	bridge	judge

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TIC TAC TOE- dge

ridge	edge	sludge
bridge	smudge	wedge
grudge	dodge	fudge

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Bingo Caller's Card P1L117-ge

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

age	package	teenage	cage	page	rage
wage	stage	tinge	twinge	verge	charge
change	sponge	orange	large	huge	lounge

Bingo Card ID 001

Bingo Card ID 002

TIC TAC TOE - G

TIC TAC TOE - G

change	large	stage
twinge	rage	tinge
verge	huge	lounge

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verge	teenage	package
rage	lounge	wage
large	page	charge

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Bingo Card ID 003

Bingo Card ID 004

TIC TAC TOE - ge

wage	tinge	page
sponge	large	lounge
teenage	change	cage

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TIC TAC TOE - ge

stage	huge	teenage
cage	tinge	twinge
wage	lounge	charge

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Bingo Caller's Card PILLIE - ie

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

die	dying	lie	lying	tie	tying
pie	brief	briefcase	chief	field	niece
piece	pierce	priest	shield	shriek	thief
yield	movie	cookie	cutie	veggie	brownie
sweetie	smoothie				

Bingo Card ID 001

Bingo Card ID 002

TIC TAC TOE- ie

TIC TAC TOE- ie

shriek	brownie	niece
cutie	pierce	lying
smoothie	priest	piece

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smoothie	yield	priest
pie	shriek	field
lying	die	sweetie

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Bingo Card ID 003

Bingo Card ID 004

TIC TAC TOE- ie

smoothie	shield	piece
lie	movie	yield
thief	cutie	veggie

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TIC TAC TOE- ie

tie	niece	sweetie
pie	cookie	piece
briefcase	yield	pierce

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Bingo Caller's Card

PIL122 - ture

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

future	nature	capture	lecture	mixture	fixture
pasture	picture	feature	creature	fracture	moisture
culture	denture	furniture	sculpture	texture	torture
vulture	departure	adventure			

Bingo Card ID 001

Bingo Card ID 002

BINGO- ture

BINGO- ture

texture	creature	mixture	departure
pasture	future	torture	picture
nature	vulture	denture	feature
capture	fracture	lecture	adventure

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torture	picture	moisture	texture
fracture	future	feature	sculpture
vulture	departure	furniture	culture
capture	lecture	denture	creature

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Bingo Card ID 003

Bingo Card ID 004

BINGO- ture

BINGO- ture

nature	torture	sculpture	furniture
lecture	departure	creature	feature
moisture	texture	capture	fixture
picture	adventure	vulture	fracture

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mixture	vulture	denture	moisture
capture	nature	pasture	torture
feature	texture	sculpture	culture
departure	fracture	furniture	future

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Bingo Caller's Card

P1L123 - more ch

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

echo	ache	toothache	earache	headache	chord
chorus	chrome	scheme	scholar	school	schedule
character	chemical	Christmas	stomach	mechanic	chef
chiffon	chute	parachute	pistachio	machine	

Bingo Card ID 001

TIC TAC TOE- more

ch

scheme	character	chiffon
headache	parachute	earache
scholar	pistachio	mechanic

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Bingo Card ID 002

TIC TAC TOE- more

ch

scholar	pistachio	machine
scheme	chrome	earache
chord	chiffon	school

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Bingo Card ID 003

TIC TAC TOE- more

ch

scholar	schedule	mechanic
chute	echo	stomach
chiffon	machine	toothache

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Bingo Card ID 004

TIC TAC TOE- more

ch

toothache	school	headache
chemical	machine	mechanic
ache	parachute	scheme

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Bingo Caller's Card

P1L124 - wh ? question words

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

whiz	whoa	wham	whale	wheat	wheel
whiff	while	whimper	whine	whip	whirl
whirlpool	whisk	whisper	whistle	white	what
where	when	why	which	whose	whole
who					

Bingo Card ID 001

Bingo Card ID 002

BINGO- wh

BINGO- wh

white	what	when
whisk	whimper	whiz
whirlpool	wheel	where
whole	wham	whiff

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whiz	whirl	whisper	white
whiff	whimper	where	whistle
who	when	whose	while
wheat	wham	whine	wheel

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Bingo Card ID 003

Bingo Card ID 004

BINGO - wh

whistle	whirlpool	whiz	while
whine	whoa	when	why
what	whole	where	whirl
white	wham	whisper	which

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BINGO - wh

whole	whip	who	wheel
whirl	wham	whirlpool	whisk
whose	whiz	white	whistle
why	where	wheat	while

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Bingo Caller's Card P1L128/My126-wa, qua, & a/

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

wall	wallet	wand	wander	wasp	watch
water	waffle	swallow	squad	squash	squat
squall	all	ball	ballgame	call	fall
false	hall	mall	malt	small	tall
stall	bald	chalk	talk	walk	salt

Bingo Card ID 001

Bingo Card ID 002

BINGO- wa qua al

BINGO- wa qua al

swallow	ball	wander	small
chalk	squash	wasp	malt
talk	squat	squall	water
tall	call	watch	bald

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talk	squad	wand	squat
swallow	hall	malt	fall
wasp	stall	tall	chalk
wall	water	wander	watch

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Bingo Card ID 003

Bingo Card ID 004

BINGO- wa qua al

talk	watch	stall	squall
water	mall	wasp	salt
wander	wand	waffle	chalk
wallet	squad	fall	ball

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BINGO- wa qua al

walk	watch	small	tall
wasp	call	squad	wand
bald	squall	squash	wall
talk	stall	wallet	fall

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Bingo Caller's Card

PIL 131 / My 128 - er (more) & est (most)

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

bigger	biggest	fresher	freshest	hotter	hottest	louder
loudest	madder	maddest	sadder	saddest	shorter	shortest
smoother	smoothest	softer	softest	stronger	strongest	sweeter
sweetest	thicker	thickest	warmer	warmest	wilder	wildest
taller	tallest	longer	longest	colder	coldest	deeper
deepest	faster	fastest	quicker	quickest	older	oldest
younger	youngest	richer	richest	poorer	poorest	

Bingo Card ID 001

Bingo Card ID 002

BINGO- er (more) & est (most)

older	colder	sadder	longer	wildest
deepest	smoother	loudest	saddest	thicker
hotter	warmer	shortest	louder	oldest
madder	taller	deeper	poorer	faster
shorter	sweetest	quicker	biggest	fresher

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BINGO- er (more) & est (most)

oldest	younger	thickest	richest	madder
longest	older	warmest	smoothest	fresher
hotter	sweetest	stronger	saddest	taller
faster	wildest	softest	maddest	poorer
deepest	tallest	quickest	softer	thicker

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Bingo Card ID 003

BINGO- er (more) & est (most)

maddest	oldest	shorter	louder	smoother
wilder	freshest	shortest	saddest	wildest
sweeter	hottest	sadder	younger	softest
richest	youngest	poorest	deepest	taller
quicker	richer	longest	colder	faster

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Bingo Card ID 004

BINGO- er (more) & est (most)

quicker	sweeter	wilder	taller	shorter
softer	poorer	longer	longest	saddest
deeper	biggest	louder	richest	smoothest
loudest	thicker	softest	quickest	maddest
older	oldest	stronger	faster	richer

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Bingo Caller's Card

P1 L 13.1 / My 128-er (person or thing that does)

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

runner	seller	singer	worker	banker	buzzer
blender	mixer	drummer	farmer	helper	hunter
kicker	player	gamer	maker	rider	writer
boxer	washer	dryer	giver	leader	reader

Bingo Card ID 001

**BINGO-er (person or
thing that does)**

runner	boxer	leader	dryer
player	hunter	mixer	seller
reader	drummer	singer	worker
farmer	blender	writer	giver

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Bingo Card ID 002

**BINGO-er (person or
thing that does)**

seller	reader	maker	runner
giver	hunter	farmer	rider
singer	dryer	writer	helper
buzzer	kicker	blender	drummer

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Bingo Card ID 003

**BINGO-er (person or
thing that does)**

rider	mixer	seller	helper
kicker	washer	dryer	farmer
maker	worker	boxer	runner
blender	gamer	reader	giver

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Bingo Card ID 004

**BINGO-er (person or
thing that does)**

worker	leader	singer	drummer
maker	blender	mixer	player
writer	rider	farmer	runner
seller	buzzer	helper	giver

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Bingo Caller's Card

P1: My 130 - Scribal o, ain,
ew, i ø ū

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

son	ton	won	wonder	wonderful	done	some
come	dove	love	cover	discover	front	month
oven	shovel	captain	mountain	again	against	curtains
fountain	villain	blew	grew	chew	drew	flew
stew	knew	screw	threw	soup	group	route
you	your	nephew				

Bingo Card ID 001

Bingo Card ID 002

BINGO- scribal o, ain, ew,

BINGO- scribal o, ain, ew,

OU

OU

love	some	blew	flew	threw
come	grew	son	dove	group
front	month	stew	mountain	chew
oven	soup	against	your	cover
discover	route	wonderful	again	ton

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month	shovel	group	fountain	ton
love	discover	dove	your	wonder
cover	son	won	come	knew
mountain	route	villain	stew	some
captain	soup	done	against	chew

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Bingo Card ID 003

Bingo Card ID 004

BINGO- scribal o, ain, ew,

ou

month	knew	soup	front	done
son	threw	stew	you	drew
won	some	shovel	come	nephew
oven	blew	screw	fountain	cover
love	against	curtains	group	wonderful

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BINGO- scribal o, ain, ew,

ou

you	oven	villain	soup	flew
mountain	chew	son	fountain	front
shovel	against	ton	grew	route
won	screw	knew	love	cover
wonder	month	stew	wonderful	your

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