

# NASCO GEOMETRY BINGO — MIDDLE SCHOOL LEVEL

By Candy Dowd

## How to Play:

This game may be played in small or large groups, for any length of time and can have any number of winners.

- 1) To start, each player selects a 5" x 6" playing card and places a marker on the FREE space (center square).
- 2) The caller shuffles the small question cards facedown, picks the top card off the pile, and reads the problem. The caller should not read the answer.  
EXAMPLE: N = If two parallel lines intersect one other line, how many angles are then formed?  
The player looks for the answer under the letter N. If they have the answer (8) under the letter N, they place a marker on that answer.
- 3) The caller then returns the card to the file box and places it under the correct letter. In addition, the caller places a marker on the answer on the master sheet.
- 4) Play continues in the same way until a player covers five squares in a row.
- 5) When a player succeeds in covering five squares in a row, either vertically, horizontally, or diagonally, they call out "NASCO", and everyone stops playing.
- 6) The caller then checks the master sheet as the player reads off their five covered answers. If they match, the player wins. If not, the player, as a penalty, must remove those same five markers off of their card, and the game continues.
- 7) The winner becomes the caller for the next game, or play continues until someone fills their entire card.

## Playing for Points:

To play for points, set a time limit at the start of the game. Players keep their own score or appoint a scorekeeper. The person with the highest score at the end of the time limit is the winner.

## How to Score:

1st NASCO — 10 points

3rd NASCO — 20 points

5th NASCO — 40 points

2nd NASCO — 15 points

4th NASCO — 30 points

6th NASCO — 50 points

Each additional NASCO — 50 points