

Responsible Pet Care Bingo



This game emphasizes the many considerations one needs to make before they bring a pet home. Using ARL pet care guides, participants will search for the answers to the questions on the bingo sheets and learn about the care guidelines for several different pets.

Age Level: 3rd – 8th

Prerequisite: None

Time: 15-30 min

Number of Participants: 4-24

Number of Educators/Assistants: 1/1

Prep: wipe laminated bingo boards clean of all dry-erase marker

Materials:

- Large laminated bingo boards (1 board for each group)
- Animal Care Guides (8 guides for each group – with or without answers highlighted depending on age of group)
- Dry-erase markers
- Solution to wipe boards clean
- Answer sheet

Instructional Objectives:

- ♥ Students will understand that there are many things to consider before bringing a pet home.

Environmental Objectives:

- ♥ Students should be cooperative with their group, follow all directions, and be good sports even if they don't win the game.

Procedure:

Introduction (5 mins):

- ♥ Begin by asking students if they have ever wanted a pet?
- ♥ What should we do before adopting a pet?
Research and think about the decision!
 - Why might it be a good idea to do research first?
 - The animal may live much longer than you plan on taking care of them, and being re-homed can be very stressful for an animal.
 - It may cost much more to care for the animal than you thought, and it isn't fair to bring an animal into your home if you do not have enough money to pay for the things they need.

- The animal may need to take up more space than you thought, and it can be very sad for an animal to be cramped in a too-tiny habitat their whole lives.
- You may need to provide a special diet for the animal, so it's important to make sure you can get everything they need to stay healthy before you get them.
- It's also a good idea to find an animal who likes interacting with you the way you want to interact with them (ex: a chinchilla may look cuddly, but they do not enjoy being held or snuggled).

Body: (20 mins)

- Tell kids they'll have a chance to learn a bunch of important facts about many common pets and play bingo at the same time!
- Divide students into groups (groups should be as evenly numbered as possible, and there should be no more than 6 students in each group).
- Each group will get a set of animal care guides. For 3rd-6th graders, it is best to give care guides with the answers highlighted, while older students should be able to find the information they need in guides that are not highlighted. Once the care guides are passed out, give students 1-3 minutes to look over the guides with their group.
- Distribute bingo boards face down (1 for each group). Tell students that they will wait until you say "go!" to flip their board.
- Monitor as play begins. Encourage students who are being good team players and remind everyone that we're just playing for fun.
- If a group gets a question incorrect, gently explain why the answer they chose was not ideal, wish them better luck in the next round, and move on to the group who finishes next.
 - Round One:
 - In the first round, assign each group to one animal. Once you say "GO!" they will turn over their bingo boards and answer all four questions for the animal they were assigned using dry-erase markers. The first group to shout "BINGO!" wins, after you've checked their answers.
 - Clean all boards using a dry cloth (and water/vinegar solution if necessary) and turn face down once again.

- Round Two:
 - In the second round, each group will pick a line of 6 questions to answer on their board. They can go vertical, horizontal, or diagonal. Once you say "GO!" they will turn over their bingo boards and answer all 6 questions for the line they chose. The first group to shout "BINGO!" wins, after you've checked their answers.
 - Clean all boards using a dry cloth (and water/vinegar solution if necessary) and turn face down once again.
- Round Three:
 - The last and final round can be played like the second, but students must choose a different line than the one they chose during the second round. If you want to give them more of a challenge, feel free to ask them to fill in the answers for two lines that run parallel, two lines that intersect, etc.
- If time allows and the kids are enjoying themselves, feel free to play more than 3 rounds.

Debrief: (5 mins)

- Ask students if they learned anything they didn't know before about a particular animal, and take a few hands.
- Encourage students to do research before they adopt a pet. It will make the whole process safer and less stressful on your family and your new animal friend!