

“Fishing” for a Reading Bingo

Purpose:

Fisher’s Reading Incentive Program for 3rd-5th grades

For all students in grades 3-5, the purpose of the Reading Bingo program is to encourage independent reading in many genres while providing the student with some responsibility for its completion. The books should be on the student’s reading level or just above in order to challenge him/her. Students are encouraged to read and do these connection activities outside of school.

After reading each book, there is a list of connection activities from which the student will choose to complete. The connections are varied and provide choices in either reading/writing or technology. The student should choose a variety of connection activities to do. The classroom teacher will assess the completed connection activity in the following ways:

Was the connection activity complete?

Did the student summarize the book well?

Was the connection activity done neatly?

Was the connection activity creative?

Object of the Game:

Students fill in a row on their Bingo card by reading a book from each of the genres on the row and completing a reading/writing or technology connection for the genre. The books read should be on the student’s reading level or just a little above in order to provide a challenge. As any row is completed (down, crossways, or diagonal), the student’s name is reported to the library by the classroom teacher. Students can continue working for additional Bingos and will be recognized. The student’s name will be announced on the morning announcements and his or her name will be added to the Fisher Reading Wall of Fame. They will also receive a certificate and can pick from the library treasure chest.

Classroom progress will also be displayed on the Fisher Reading Incentive Wall.

Goal for the Year:

15 books plus connections for the 2007-2008 school year.

Connection Activities:	Types of books that would go with this activity
1. Making a book cover	All types of stories
2. Making a summary mobile	All types of stories
3. Making a diorama	All types of stories
4. Making a poster that summarizes a book	All types of stories
5. Create a comic strip that summarizes a book	Use with stories that have a problem and a solution
6. Plot Play	Fiction stories
7. Sequencing events or creating a timeline	Historical fiction, non-fiction, stories that have dates
8. Create your own project	All types of stories
Online Connection Activities:	
<u>Bio Cube</u> - The student can use this to write information about a person he or she is reading about and fold the paper into a cube.	Biography, Autobiography, Character from story
<u>Mystery Cube</u> - The student will fill in the response for his or her book, fold and create a Mystery Cube!	Mystery story
<u>Character Trading Card</u> - The student will make a trading card on a character from his or her book.	All types of stories
<u>Puzzle Maker</u> - Create a Crossword Puzzle or "Criss-Cross" puzzle for his or her book.	All types of stories
<u>Stapleless Book</u> - The student will enter information for each page and fold as directed.	All types of stories
<u>Timeline</u> - The student can create an event timeline for his or her book.	All types of stories that have times/dates