I'M FEELING LUCKY BINGO WARM-UP

15 MINUTES

Google

I'M FEELING LUCKY BINGO

OVERVIEW: Teachers will use the "I'm Feeling Lucky Button" in Google Earth to randomly select a location on the globe. Students will carefully observe the characteristics of each location and play BINGO.

SUBJECT/TOPIC: Geography, Math, Science, Social Studies	GRADE LEVEL: K-5th Grade
LEARNING OBJECTIVES: • Students will observe characteristics of a place. • Students will deepen their understanding of geography, math, science and social studies concepts by applying them to a real world context.	LESSON SUMMARY: • Play a BINGO game using Google Earth and the "I'm Feeling Lucky Button" to generate random places where students will observe characteristics based on a customized BINGO card.
SUSTAINABLE DEVELOPMENT GOALS: 9 INDUSTRY, INNOVATION AND INFRASTRUCTURE 13 CLIMATE ACTION 14 LIFE BELOW WATER 15 LIFE ON LAND	MATERIALS NEEDED: • Access to Google Earth. • Student copies of customized BINGO Cards (create customized BINGO cards using the My Free Bingo Card Generator tool.) • See an Example BINGO Card for reference. • Google Earth I'm Feeling Lucky Tutorial Video.

SUGGESTED STANDARDS
GRADES K - 5th

Standards will vary significantly based on the subjects/topics selected.

IMPLEMENTATION GUIDE:

1. Select the subjects, topics and standards and that are appropriate to your class.

2. Create a custom Bingo Card using relevant terms and My Free Bingo Card Generator.

3. Provide each student in your class with a copy of the custom BINGO card.

4. Use the I'm Feeling Lucky Button to "roll the dice" and randomly select a location in the world OR pre-select a location using Search or a Voyager Story.

5. When relevant, use Street View, Google Search and Wikipedia to gather the information needed for students to answer the questions about that location.

6. Allow time for students to share their answers with the class when someone wins BINGO!

EXAMPLE BINGO TOPICS:

GEOGRAPHY:
- Physical concepts such as:
  - Land terms (mountain, cliff, valley, butte, plain, etc.)
- Water terms (ocean, river, lake, pond, swamp, delta, etc.)
- Location/Region concepts such as:
  - Continents, regions, countries, states/provinces, cities etc.
  - Eastern Asia, Central Asia, Southern Asia, Western Asia, Southeast Asia, etc.

MATH:
- Geometry concepts such as:
  - Object Orientation (next to, above, below, beside, etc.)
  - Angles (obtuse, acute, and right)
  - Lines (parallel, intersecting, perpendicular)
  - 2-Dimensional Shapes (square, circle, triangle)
  - 3-Dimensional Shapes (sphere, cube, cone, cylinder)
- Estimation concepts such as:
  - Approximate distance between two points.
  - Approximate number of cars in a parking lot.
  - Approximate population.

SCIENCE:
- Life Science concepts such as:
  - Plants (trees, grass, flowers, etc.)
  - Animals (cows, horses, humans, etc.)
  - Biomes (desert, tundra, grassland, savanna, etc.)
  - Ecological concerns (Overpopulation, pollution, poverty etc.)
- Physical Science concepts such as:
  - Energy sources (hydraulic, wind, nuclear, etc.)

SOCIAL STUDIES:
- Community concepts such as:
  - Types of communities (urban, suburban, rural)
  - Institutions (police station, post office, library, fire station, hospital, school etc.)
  - Modes of transportation (car, bus, train, boat, airplane, horse, bicycle, etc.)

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