



Springo!

(Materials: copies of the Springo! cards)

Use this "bingo" card to help young students concentrate on looking for things that live and grow in a wetland. This game works well when the class is walking along a boardwalk or the edge of a wetland. You can play the game any way you like, but here are two suggestions. (If you're not playing in spring, you might just call it "wetland bingo.")

Make copies of this card, cut the squares apart, and rearrange them to make three or four different cards (optional). Have students work in groups, with adult leaders. Groups that spot one of the items (or something similar, or an animal sign, such as a footprint), should shout "SPRINGO!" and point it out for all to see. Then everyone can mark off the item on the cards. Try to find as many as possible.

Or, make copies of the card, cut out squares, and use 9 of the 12 squares to make cards that are 3 squares by 3 squares. Have the groups find items until they have marked off a horizontal, vertical, or diagonal line, the shape of a T or L, or the whole card. The first group to make the designated pattern shouts "SPRINGO BINGO!" and wins.

