



BLIZZARD BINGO

Objective: Students will become familiar with weather terminology.

Materials:

[Blizzard Bingo game cards](#) (27 total)

Water-base markers (such as overhead projector pens), optional

[Blizzard Bingo answer blocks](#)

Background:

Weather is the condition of the air at a specific time and place. Air is always moving, so the weather is always changing. Air can be cold or hot. It can blow hard or be still. Whatever the air carries - snow, dust, moisture - is also part of the weather. The typical weather conditions in a region over an extended period of time are called the climate. Florida, for example, has a warm, humid climate. The climate in Alaska, on the other hand, is cold and dry.

Procedure:

- This game is played just like "Bingo." Make copies of Blizzard Bingo cards or laminate the set to be used again. If cards are laminated, students can use a water-based marker for keeping score on their card.
- Cut apart all the blocks from the two answer key pages and put in a container from which to draw from later.
- Distribute a Blizzard Bingo card to each student. Instruct the class that the game is played with the same rules as Bingo, in that you are a winner when you have marked off a line of blocks either up and down (in the same row), horizontally or diagonally across the card. Please make a note of the "Weatherman" space as their "free" space.
- Draw from the container and call out the first answer block. Remember to read the entire block. It is important to note which category the weather word is listed under.
- Make note of each block that is called on the board or on a piece of paper.
- The student who gets five in a row first wins. (Note: another suggested play would be to have students fill up their entire card -making a **BLIZZARD** - first one to do so, wins!)
- Have students read back their winning row and double check against your record.

Extensions:

- Make a weather wheel. Cut out a large circle from cardboard. Divide it into 8 sections and glue a picture of a weather clue on each section. For example, the wheel might have a sun, a cloud, snow, rain, a lightning bolt, wind, something hot and something cold. Cut 2 pointers out of stiff cardboard and fasten them to the center of the dial with a big paper fastener. Use the wheels to predict the weather for each following day. Give a sticker to each child that correctly predicts the weather each day.
- Take your class on a wind walk. Once you have the class outside in the breeze, ask them how they can tell it's a windy day. Have them look for clues like blowing leaves, swirling dust, swaying branches, waving flags, and other windblown things. Have the class lie on their backs in the grass and look up at the sky to look at the clouds - have them try to identify what kinds of clouds are blowing through the sky. End the walk by blowing bubbles and watching which way the wind takes them.

Grade Level:

Elementary

Subject Areas:

Science, Language

Setting:

Classroom

Skills:

Listening, Observation

Prior Preparation:

Do some of the fun weather activities in the "Wild About Weather" Nature Scope book included with the trunks.

Vocabulary:

None

South Dakota Education Standards for 4th grade:

Science

Earth & Space, Indicator 1;

4.E.1.2

Language Arts

Listening, Viewing, &

Speaking Indicator 1;

4.LVS.1.2