

# Get in the Game!

## READING BINGO

A book with a <b>Competition to Survive</b>	A book with a <b>Sport in the Title</b>	A book with a <b>Character who Runs</b>	A book with a <b>Game in the Title</b>	The <b>First Book</b> in a Series
A book with a <b>Robot</b>	A book that's <b>More than 10 years old</b>	A book with <b>Magic</b>	A book without a <b>Love Triangle</b>	A book <b>Set in the Summer</b>
A book with a <b>Ball on the Cover</b>	A <b>Graphic Novel</b>	<b>Introduce Yourself to a Librarian</b>	A book <b>Based on a Myth</b>	A book with a <b>Character who Swims</b>
A book with <b>Ice Skating</b>	A book with the <b>Olympics</b>	A book with a <b>Poker in the Title</b>	A book with a <b>Dragon</b>	A book with an <b>Incredible Fight Scene</b>
A book <b>Set in the Past</b>	Attend a <b>Program at the Library</b>	A <b>Video Game</b> book	A book that became a <b>Movie</b>	A book with a <b>Character who Plays Basketball</b>

## Teen Reading BINGO: Passive Program for Get in the Game theme

### [YA Reading Bingo: A Passive Program Guest Post by Amy Gregory](#)

I have come to realize that teens are motivated by the possibility of winning really big prizes and instant gratification. As such I am giving them the opportunity to win a big prize (multiple free books) and get instant gratification each time they participate (a piece of candy).

#### **Materials:**

Books for prizes & donation books toward the Big prize

Candy

Bingo Cards

Grand Prize (optional)

#### **Directions:**

1. Teens 'sign up' by picking up the BINGO cards and learning how the program works.
2. You might want to give them the option of leaving the card with the library, but be sure you have somewhere you can "file" them for easy finding later.
3. The center square of the sheet is 'Introduce yourself to a librarian.' When teens sign up, I let them know that they are capable of getting their first square/candy/raffle ticket right now. I always let them try and figure out how for themselves (problem solving skills!) but will give them a hint if they appear to be getting frustrated.
4. From there, teens just need to read. When they finish a book, they come in and tell you what book they read and which square they wish it to count for (each book is only 1 square).
5. Each time they tell us about a square they get a piece of candy and a raffle ticket toward the big prize, so the more they read the more chances they have to win. At the end of the program, anyone who gets blackout (all of squares) on the bingo sheet will be entered to win the Grand Prize.
6. Since one of the goals of the program is to get teens more engaged in the library, include one box where teens have to attend a program.

From [YA Reading Bingo Card](#) on [Bryce Don't Play](#)

What's your favorite passive program for teens? Feel free to share in the comments!