|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ZIngo

|  |
| --- |
|  intermediate level  |
| Ages: Upper elementary to high school  |
|  |

 |

|  |
| --- |
| Pieces included in visuals    |
| Rules for game1. Have students take turns pushing the lever the pieces
2. Using the visuals, they can say “I got \_\_\_\_ and \_\_\_\_\_”
3. Have the student match with their board first, then ask the group using the visuals “Do you need\_\_\_\_?” or the peers can say “Can I have\_\_\_\_\_\_?”
4. Play the game until someone’s board is filled up
 |
| Additional Tips and Ideas |

1. Set a timer and keep playing until the timer goes off
2. Have students talk about if they got a match or no match
3. Have students answer yes or no when they asked “Do you need \_\_\_\_?”
 |