



Zentangle's Lesson Plan Library is a collection of lesson plans written by CZTs and edited by Zentangle Staff. This is a way to share ideas and experiences that will influence and inspire class concepts, and to advance techniques, philosophies, and specific applications of the Zentangle Method. Use these plans as tools, reference, and inspiration and feel free to adapt them to your own versions that fit your particular classroom situation.

## Title:

# BIJOU BINGO CARD - how to create and play

## Contributed By:

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## Overview:

Create a fun and playful Bingo inspired game using tangles instead of numbers.

This class is a great companion class to creating the Zentangle Spinner introduced in Project Pack 04. You might create a way to first create a spinner and then follow up with the bingo cards. So many variations to this theme.

## Student Qualifications:

This project can be catered to most age groups. It most appropriate for those with some previous Zentangle knowledge and experience. This class can be done with a variety of different class sizes but is really fun with more people.

## Duration:

Depending on the students and their tangling style and abilities you will want to set aside between 1.5 and 3 hours to prepare your Bingo cards. And then as much time as you like to play the game. Perhaps you have the class divided up into two and you tangle one session and play the next. Students may even take cards home to work on between sessions.

## Student Supplies:

Each student will need a BIJOU bingo template card and whatever tangling tools they plan to use such as pens, pencils and tortillion. You will also want to make a list of the tangles they can choose with either one master list for them all to look at or a providing each student with their own list so students can mark the tangles they are choosing to use on their personal card. This list must correspond with the tangles on your spinner or whatever random tangle picking device you are using. See the last page of this lesson plan for the list of tangles used on the spinner created in the Project Pack 04.

Always have extra student supplies available.

## Equipment:

You will want your normal tangle demonstrating set up as you should be prepared to demonstrate any tangles that are on the list. You will also need to have your random tangle picking device all ready to go for when students are ready to play as well as a set of some sort of markers for playing. We suggest using pennies or buttons but any such item will work.

Always have extra available.

## Teacher Preparation:

- Before your class meets you will need to create a Zentangle Spinner or other random device that you can use to randomly choose tangles from a predetermined list. The spinner is a beautiful and fun way to choose tangles but something as simple as a jar filled with folded pieces of paper would work as well.
- We recommend filling one or more of the cards yourself prior to the class to get a feel for the proportions of the card so you can guide your students properly. The spaces are designed to fit just a taste of each tangle so for some tangles that require more space such as like *fengle*, *aquafluer*, or *auraknot*, you may just show a portion of the tangle.
- You will need to provide a document with the list of all of the tangles that are on your Zentangle spinner or the random tangle picking device you are using and make that list available to your students.

- You might want to consider offering prizes for the winners of the game. It can be something very simple but it does add to the fun.

## Lesson/Procedure:

### Creating your BIJOU Bingo Card

- Fill each space of their Bijou Bingo cards with tangles from the list you have provided with the following perimeters.
- Only use one tangle per box.
- Do not repeat any tangles or combine any tangles or spaces.
- Leave the center “Z” space untangled
- Its best that each students card is unique. So encourage students to randomly choose the tangles they plan to use first without referenceing what their classmates are doing.
- When Bijou Bingo cards are complete, you’re ready to play!

### How to Play BIJOU Bingo

Materials needed:

- Tangle Spinner
- Bijou Bingo Card
- Spot markers (example: pennies)
- Prizes for winners (optional)

Play:

1. The middle “Z” space is a FREE SPACE. Students cover this space with one of their markers.
2. Instructor spins the Tangle Spinner and calls out the tangle it lands on. Since there are multiple rings to the Zentangle Spinner, you should decide before you spin that round which ring you will use that round. For instance: now spinning for the inner ring. Each student who has that tangle on their Bijou Bingo card places a marker on that space
3. The first student to place 5 markers in a row (vertically, horizontally or diagonally) should then yell out “BIJOU”! you can also play to fill the entire card. Once you have a winner you can clear cards to get ready for the next round
4. Repeat Steps 1-3 as many times as you want!

For this version of Bijou Bingo, you can ignore the numbers and letters on the spinner. However these were put there to inspire other games and uses for you spinner so have have fun with. Reinvent the bingo game with your own rules or come up with another game or use all together..

### Tips:

- Make sure you are familiar with all the tangles you have on your list as a student should be able to get support if needed.
- Encourage students to start with the tangles they are most comfortable with first so they can get a feel for the spacing and proportions.
- Test your Zentangle Spinner or random tangle choosing device thouroughly before using it for actual game time.

Below is the list of all the tangles used to create the spinner in the Project Pack 04 video series. If you are using that spinner as your tangle choosing device then here is the list your students would use to create their BIJOU bingo cards. This is just one approach. We encourage you to explore creating a unique spinner or putting your own twist on the rules. The number of tangles on the spinner can vary depending on the way you fill your spinner. We recommend using between 50 and 80 tangles. Have fun with this as well as enjoy the potential of using it as an inventive way to teach and discover.

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|---------------|-----------------|-------------------|-------------------|
| 1. jetties    | 15. umble       | 29. rain          | 43. centipede     |
| 2. flux       | 16. noom        | 30. avreal        | 44. 'nzeppel      |
| 3. zander     | 17. mooka       | 31. fracas        | 45. sampson       |
| 4. well       | 18. molygon     | 32. crescent moon | 46. knightsbridge |
| 5. diva dance | 19. bunzo       | 33. bales         | 47. scena         |
| 6. hurry      | 20. quabog      | 34. shattuck      | 48. purk          |
| 7. knase      | 21. zenith      | 35. indyrella     | 49. betweened     |
| 8. cadent     | 22. ing         | 36. marasu        | 50. tipple        |
| 9. ix         | 23. swarm       | 37. hollibaugh    | 51. zinger        |
| 10. florz     | 24. pokeroot    | 38. cubine        | 52. vega          |
| 11. festune   | 25. bronx cheer | 39. xyp           | 53. verdigogh     |
| 12. wadical   | 26. pepper      | 40. arukas        | 54. rixty         |
| 13. tripoli   | 27. huggins     | 41. jonqual       |                   |
| 14. static    | 28. printemp    | 42. munchin       |                   |

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