



TEACHER'S NOTES BONE BINGO

OVERVIEW

Aimed at **key stage 2 (9-11 years)**

(Prep time 5 mins/Class time 15 mins)

Learners test their knowledge of bones and joints, and their purpose, working in pairs to win a game of bingo.

LEARNING OBJECTIVES

- To revise and test knowledge of bones and joints and their purpose
- To work in pairs in a competitive game

CURRICULUM LINKS

- Scientific and technological understanding: apply knowledge and understanding to describe and explain the structure and function of key human body systems
- Understanding personal development, health and wellbeing: collaborate and compete individually, in pairs and in teams

you will NEED

- Bone bingo cards (provided), one for each pair of learners

Activity

- Handout a **Bone bingo card** to each pair and explain that the class is going to work in pairs to try and win a game about bones, joints and their purpose. When you call out a description each pair must check their card and mark the answer (if they have it). If there are several possible answers, they may only mark one square on the card. The first pair to collect a line of four squares shouts 'bone bingo!' and wins the game.
- Choose from the following statements (or design your own) and read them in any order, leaving time for learners to check their cards for answers:

A hinge joint (elbow or knee)

A ball and socket joint (hip or shoulder)

This is where your femur joins your pelvis (hip)

This is where your foot joins your lower leg (ankle)

This is where your hand joins your lower arm (wrist)

This is where your hips connect to your spine (pelvis)

This is the largest bone in your body (femur)

This protects your brain (cranium)

This protects your heart and lungs (ribs)

This protects your spinal cord (spine)

This is also called the funny bone (humerus)

This is also called the skull (cranium)

This is also called the backbone (spine)

One of the bones in your shin (tibia or fibula)

One of the bones in your arm (humerus, ulna or radius)

One of the bones which connect to your knee (tibia, fibula or femur)

Any bone you like (tibia, fibula, pelvis, spine, humerus, ulna, radius, ribs, spine, cranium)

Any joint you like (wrist, ankle, patella, elbow, shoulder, hip)



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Activity

- Finish the activity by reminding the class that we all have skeletons inside our bodies. Our bones help to keep our insides safe by protecting organs like the heart, lungs and brain. And our skeletons provide support, so we stand up instead of wobbling like jelly. Because our muscles connect to our bones, our skeletons also help us to walk, run, lift and play sport.

EXTENSION

- Let the winning pair be 'bingo caller' for the next game, designing their own statements and trying them out on the class.
- Play bone bingo while you watch Tiana and Star's story. Ask learners to mark off all the bones which Star has broken. You can watch Tiana and Star's video story at:
<http://www.genesareus.org/filmlibrary/tianaandstar>
- See our **The Tiana and Star Show** resource.

FOR MORE RESOURCES LIKE THESE, AND TO SIGN UP FOR JEANS FOR GENES DAY, VISIT US AT WWW.JEANSFORGENES.COM

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BONE BINGO CARDS

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