



COMICS BINGO EDUCATORS' GUIDE

Purpose

This BINGO activity is a fun, approachable learning tool that can be used as an in-class activity or given out for homework.

Learning Outcomes

- Introduce and familiarize students and patrons with digital resources
- Strengthen student/patron ability to self-navigate library resources
- Customize by topic to incentivize students/patrons to explore new subjects and concepts

Suggested Ages

Customizable for all ages, reading and interest levels.

How To Play

- Students should complete any 5 squares in a row and turn it in with their name and completion date filled out.
- Every student who turns in a completed BINGO sheet wins!

COMICS BINGO!

Draw a cover for your favorite comic character or series.	Create a music playlist inspired by your favorite comic character or series.	Write a haiku about your favorite comic character or series.	Record a video about your favorite comic and why someone else should read it.	Design your own bookmark for your favorite comic character or series.
Read some Manga.	Read a comic from the Back to School Reads list.	Read a comic from the Graphic Medicine list.	Read a comic from the Superheroes for Everyone list.	Read a comic from the Get Inspired, Get Creative list.
Read a book outside.	Draw your favorite comic book character.	 FREE SPACE	Write the title of the best book you ever checked out from a library.	Summarize your favorite comic character or series in five words.
Tell your librarian one interesting fact about your favorite comic.	Read a book by flashlight.	Design a logo for your own comic book company.	Find a new favorite place to read.	Create a title for your best comic book story idea.
Name a new supervillain for your favorite superhero.	Read a nonfiction comic about someone or something you've never learned about before.	Read a whole comic out loud to someone else (a parent, sibling, pet, etc.) or in the mirror.	Read a comic from the All the Feels list.	Read a comic from your favorite genre (mystery, science fiction, fantasy, etc.)

BINGO TOKENS

Print and cut these icons out to be used as tokens to mark completed activities.

