

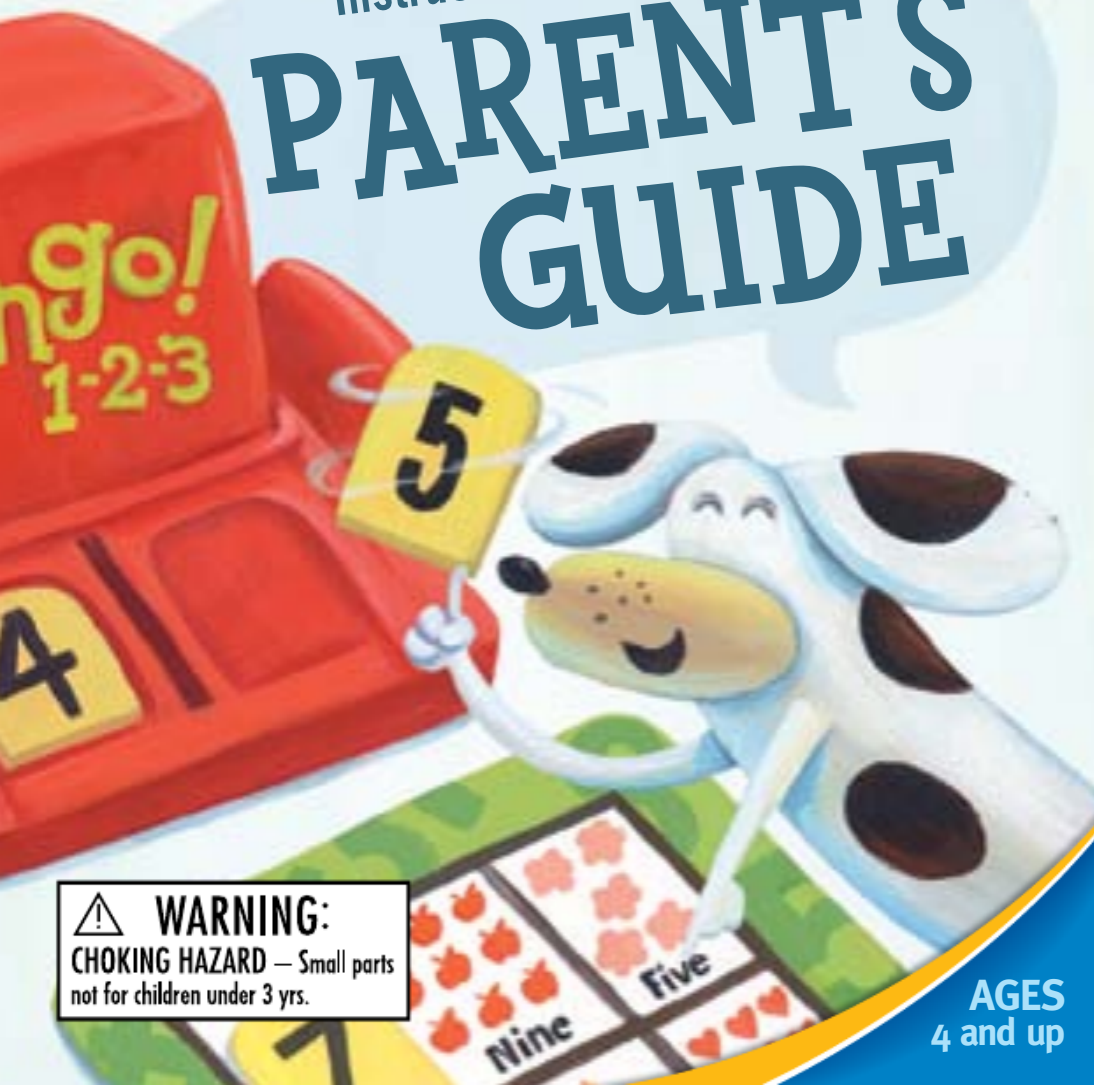


Zingo!

Number Bingo! 1-2-3

Instruction Manual &

PARENT'S GUIDE



WARNING:

CHOKING HAZARD — Small parts
not for children under 3 yrs.

AGES
4 and up

Zingo!

Number Bingo! 1-2-3

ZINGO! 1-2-3 is a fun and interactive number matching game that brings fast-paced excitement and learning to the classic game of Bingo! Players eagerly await their chance to slide the ZINGO! Zinger and reveal new number tiles. The first player to match a tile with an image on his/her card moves one step closer to victory!

ZINGO! 1-2-3 tiles are printed with numbers 0 through 12. The cards have an easy and a hard side, allowing for two levels of game play. The spaces on the easy side feature groups of objects and are printed with the accompanying number words. The spaces on the hard side feature different numbers of items with a plus sign in the middle to help build simple addition skills.

Includes:

72 ZINGO!
Number Tiles



6 Two-Sided
ZINGO! Cards



COUNTING 1



COUNTING 2



COUNTING 3



COUNTING 4



COUNTING 5



COUNTING 6



Green Side: Counting
Red Side: Addition

1 ZINGO! Zinger



Reloading ZINGO! Tiles:



Remove cover to reload tiles when
Zinger is less than half full.



Reload tiles through cover slots
when Zinger is more than half full.

TO PLAY

Simple Steps to Play:

1. Decide whether one player will serve as Dealer and operate the ZINGO! Zinger, or whether players will pass the Zinger each turn, giving everyone a chance to operate the device during a game. We recommend choosing an adult or older child to be the first Dealer.
2. The Dealer slides the ZINGO! Zinger forward and back to reveal two tiles.



3. When a player sees a Number Tile that matches an image on his/her ZINGO! Card, the player calls out the number, takes the tile and covers the printed image on the card.



The Dealer slides any unclaimed tiles back into the Zinger through the slots at the top of the device.

4. If two or more players need the same tile, it goes to the player who calls for it first. In the case of a tie, the Dealer slides the tile back in the ZINGO! Zinger.

PARENT'S GUIDE

A zany Zinger and fast-paced matching make ZINGO! 1-2-3 a fun way to help your child develop early math, learning and social skills. At around age 3, children begin practicing their number skills through counting and sorting activities. They start to understand and use numerals to represent amounts, and they benefit greatly from functional opportunities to practice their counting and labeling skills. For this reason, the green sides of the ZINGO! 1-2-3 cards feature images and number words. ZINGO! 1-2-3 draws upon a young child's growing interest in number play as well as his/her natural love of matching games to create a fun-filled, enriching play experience.

As children get older and gain experience practicing early math skills, they are able to understand more complex number concepts such as estimating, combining amounts and using mathematical symbols. Once your child is ready, flip the ZINGO! 1-2-3 cards to the red side and share in the exciting new skill-building challenge of simple image addition!

While thinking skills develop naturally through growth and exploration, it's important that children are provided with frequent and varied opportunities to test their abilities in new ways. Game play is a great way to support the cognitive and social development that will serve a child throughout his/her life.

are still left uncovered helps players know which Number Tiles to pounce on and which tiles other players may be competing for!



Verbalize Playing Strategy: Ask your child to describe the thinking process used to match a tile to an image on the card. Verbalizing the thinking process helps children understand what they are doing and why they are doing it. Does he/she look at different spaces on the card depending on whether a large or small number appears? Does your child have a quick way of identifying a particular number? Young children learn from modeling, so share your matching strategies aloud as well.



Support Early Readers: The green counting sides of the ZINGO! 1-2-3 cards have been designed to show images of various amounts of items along with the printed number name to help players make associations between the two. Pre- and early readers alike feel immensely successful when they are able to read the name of a number, so encourage your child to read each number when making a match and to “read the card” at the end of a round. Playing ZINGO! 1-2-3 helps reinforce this text/number connection, and with practice players find they can identify matches not only by counting but also (and often more quickly) by reading!



Look For Patterns: As players become familiar with the ZINGO! 1-2-3 game play, they may begin to pick up on some helpful patterns. The images 1-6 are designed to mirror the placement of dots on a die or a domino, and recognizing this pattern can be a helpful matching tool. Some players may

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The ZINGO! Zinger was created by Theora Design.