

# FORMA-BINGÓ

## Leiðbeiningar

**Þátttakendur fá bingóspjöld - bingóstjórinn setur spjöldin með formunum ofan í skál og dregur eitt spjald í einu.**

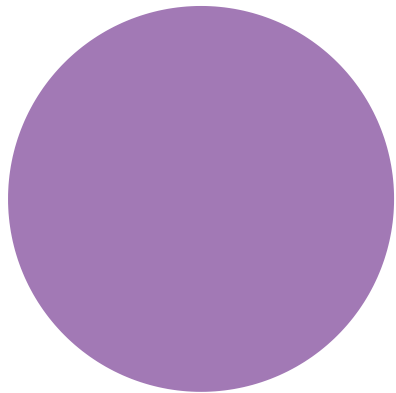
**Bingóstjórinn sýnir spjaldið og segir hvaða form er á spjaldinu.**

**Þátttakendur skoða bingóspjöldin sín og ef þeir sjá hlut með sama formi á sínu spjaldi þá merkja þeir með X yfir formið (gott að nota töflutúss svo hægt er að stroka út aftur)**

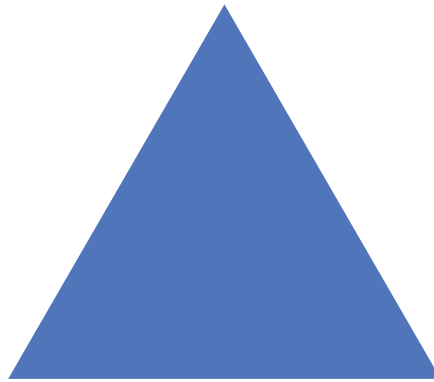
**Því næst setur bingóstjórinn spjaldið aftur ofan í skálina og dregur annað spjald.**

**Sá sem er fyrstur að fylla spjaldið sitt vinnur leikinn.**

**Þegar leiknum er lokið þá er gott að þátttakendur nefni öll formin á spjaldinu sínu - en það hjálpar með endurheimt og minni að rifja upp.**



**hringur**



**þríhyrningur**



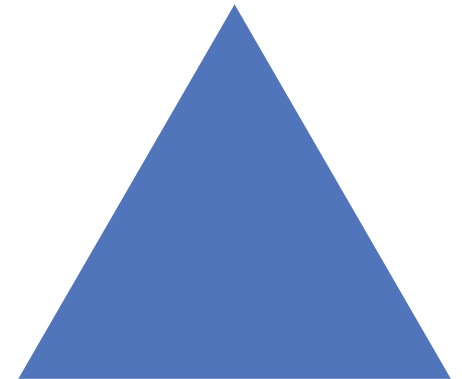
**rétthyrningur**



**rétthyrningur**



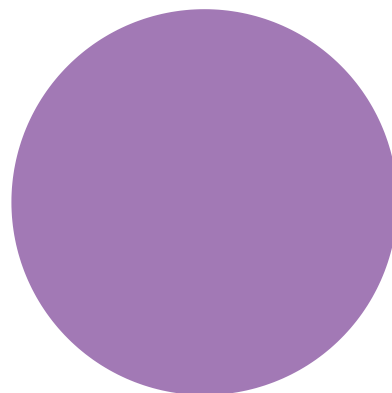
**ferningur**



**þríhyrningur**

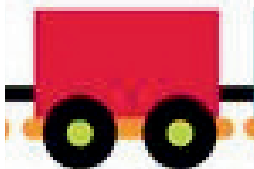
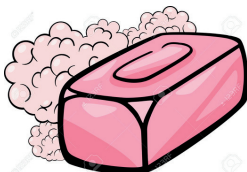
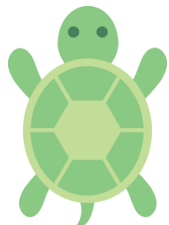
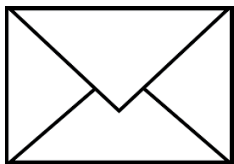
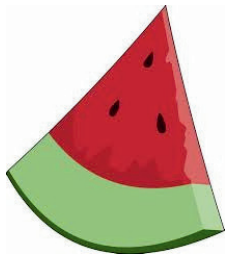


**ferningur**



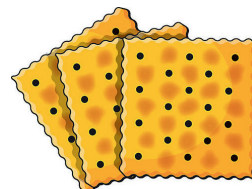
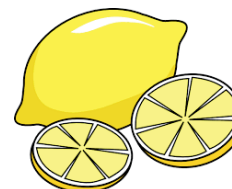
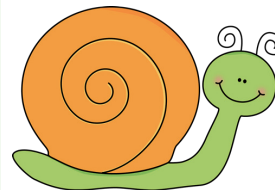
**hringur**

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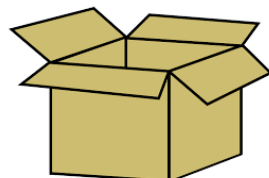
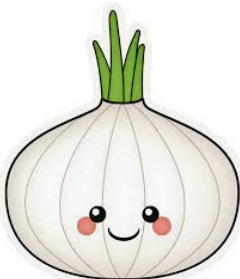
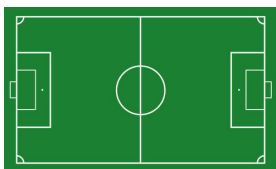
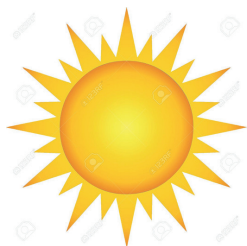
fjolbreyttkennsla.is

# BINGÓ



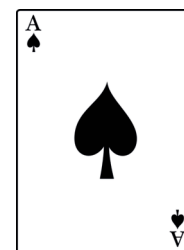
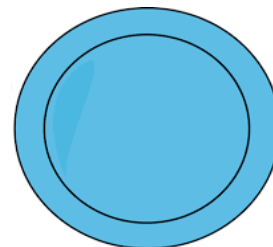
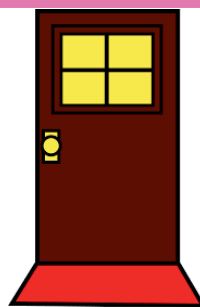
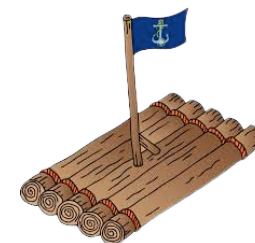
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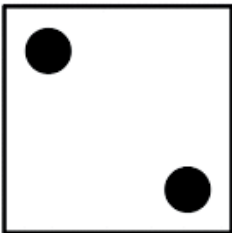
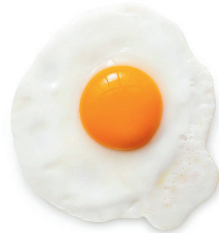
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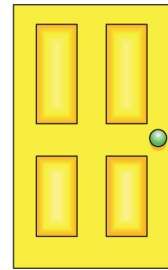
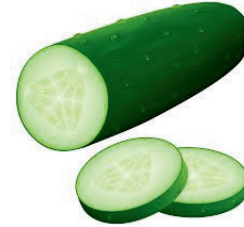
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