Classroom Vocabulary Bingo

A practical guide to making and using word cards with PartyPageKit

Free browser tool. No account required. Prepared 10 November 2026. This is a maker demonstration and preparation guide, not a classroom-tested lesson or a claim of learning gains.

1. Review the words before play

For learners who can read the selected words. Explain unfamiliar objects first and replace words that do not fit your class. You need paper, pencils or counters, and a host. The maker uses a fixed 5 x 5 grid with a free center; it needs at least 24 different entries. It does not make picture cards or smaller grids.

pencil	pen	notebook	book	desk
chair	door	window	clock	board
ruler	eraser	paper	folder	bag
shelf	lamp	map	calendar	scissors
glue	crayon	marker	stapler	bin

Copy the one-word-per-line list from the online tutorial. In this 25-word example, each card contains 24 words and a free center. One pool word will be missing from each card.

2. Make the cards

Open the maker. Set Card title to Classroom Vocabulary Bingo. Paste the list into Your editable content, one word per line.

Choose Called words, Number of cards: 3, One card per page, and A4 or US Letter. Select Generate preview.

For a larger class, generate the actual number of cards needed (up to 200). Printing multiple copies of one board does not create different arrangements.

3. Check the PDF before printing

Select Print / Save PDF. Match A4 or US Letter in the browser print dialog, use 100% scale and turn off headers and footers. Inspect all pages. The sample set has three player pages and a separate host checklist. Give only the player pages to learners. Save the approved PDF to reprint the same arrangement later.

Open the free PartyPageKit Bingo maker

Run the vocabulary round

4. Model a call and agree the winning pattern

Give one different card to each player. The center is free. Agree that a completed row, column or diagonal wins. Model one word before starting; ask learners to point to it. A player whose card does not contain a called word leaves it unchanged.

5. Call, pause, repeat and record

Say the exact printed word, then pause for marking. Use Call next word and keep the history available to the host, or read from the printed checklist and tick each call. Repeat the same word when requested: pressing Call next word draws another entry. Do not edit or generate again during play; that resets the game.

Offer seated, untimed participation. Showing the written call can help learners follow along. Describe that support openly rather than treating a missed mark as evidence of ability.

6. Check a win and revisit the words

Check every word in the claimed row, column or diagonal against actual calls. Different cards can win on the same call; agree beforehand to accept shared winners. Revisit two unfamiliar words at the end. A bingo win is not a measurement of vocabulary mastery.

Optional: use reviewed definition clues

Tell learners before the round if they will hear definitions instead of exact words. Prepare and review clues against the entire word pool. The tool does not create or validate clues.

A tool for measuring length: ruler.

An object that tells the time: clock.

A container for rubbish: bin.

Avoid "Something you write with": pencil, pen, crayon and marker all fit.

Reuse and limitations

Prepared by PartyPageKit with AI-assisted drafting and human-directed review. Samples were generated by the existing maker and checked as PDFs; physical printer output and classroom learning outcomes were not tested. No student information is included. Personal, classroom and internal-event use is covered by the site terms. This is not a certified curriculum.

Full tutorial, editable word list and A4 / Letter samples
partypagekit.com/terms/