

C.A.R.E.S. Bingo

Directions:

1. Distribute a Bingo card and marker to each student.
2. Tell students a scenario will be read, and they will mark which competency best fits that scenario.
3. Read each scenario and prompt students to think about:
 - What is happening in the scenario
 - What they know about:
 - Cooperation
 - Assertiveness
 - Responsibility
 - Empathy
 - Self-control
 - Connect the scenario to the competency
4. The first student to have a BINGO wins! The game can be won by playing Bingo in various ways, including diagonal, vertical, four corners, or blackout.



Teacher Tips:

- Guide students to focus on the skills demonstrated in each scenario prompt, even if it overlaps with other C.A.R.E.S. competencies. If students can explain why a prompt fits a specific competency, they may mark it on their Bingo card.
 - **Teacher Language:** "I can tell you are thinking deeply about this."
- Use scenario prompts throughout the day—during morning meetings, closing circles, or transitions—so students become familiar with them before playing. Reinforce scenarios regularly to build awareness of competencies.



C.A.R.E.S. Bingo Prompts

Grades K-2

Teacher Instructions: Read these prompts in any order.

- Blake and Shen worked together to complete a project for science class, and they were excited when they got a good grade.
- Doba was listening to music on the iPad, but when it was Imani's turn to use it, Doba gave Imani the iPad without complaining.
- Jade, Kofi, and Luna played together at recess and each wanted to play a different game. After talking about it, they decided to spend 10 minutes playing each person's game together.
- Gabriel saw that Luna was struggling to complete a project in art class, so he offered to help her finish her assignment and show her how to draw what she needed.
- Imani was working with a group to complete a rock climbing challenge. However, she needed help getting to the top, so she asked her group leader for tips on making the climb easier.
- Gabriel asked for help when he was stuck on a math problem.
- Luna spoke up for Jade when she wasn't treated kindly at recess.
- Doba was honest when speaking with her parents about a mistake she made.
- Kofi was frustrated when he missed the game-winning goal, but despite his disappointment, he still had fun playing.
- Shen saw Imani struggling to carry all the library books, so he offered to help.
- Luna got her permission slip for the field trip signed by her parents and returned it to her teacher the next day.
- As her dance teacher had instructed, Imani practiced every day for weeks, preparing for her dance recital.
- Kofi read through the class' computer rules before signing the computer station contract, so now he can log in and complete his digital assignments.



C.A.R.E.S. Bingo Prompts

Grades K-2

- When their stations were done, Jade, Gabriel, and Doba put away their mess and cleaned up their areas before returning to their seats.
- Shen accidentally bumped into the student before him when running to line up after recess. He immediately apologized and helped the student up.
- Jade walked Kofi to the nurse after getting hurt at recess.
- Gabriel greeted Anisa's mom politely when she volunteered in class.
- Blake couldn't wait to attend the Traditions Around the World fair to learn about other cultures.
- Imani noticed that her teacher was having a difficult day so she drew her a picture to cheer her up!
- Doba noticed Jade looked sad at recess, so she invited her to play.
- After recess, Kofi and Blake reminded each other to calm down before entering the library.
- Imani and Luna were so excited for their playdate after school! They wanted to sit next to each other on the carpet during the read-aloud, but they knew they'd be distracted, so they chose different seats.
- Blake was frustrated that he still couldn't tie his shoes. Even though he kept knotting up his laces, he hoped he'd figure it out and kept trying!
- It was so hard for Shen to wait his turn to use the sewing machine in art class. He patiently waited in line, watching the others.
- Anisa felt frustrated because she couldn't think of anything to write about for her story. She took a deep breath and calmed herself down before picking up her pencil.



C.A.R.E.S. Bingo



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|---------------|----------------|----------------|--------------|----------------|
| Cooperation | Assertiveness | Responsibility | Empathy | Self-Control |
| Assertiveness | Responsibility | Cooperation | Self-Control | Empathy |
| Empathy | Self-Control | Responsibility | Cooperation | Responsibility |
| Cooperation | Assertiveness | Cooperation | Empathy | Assertiveness |
| Self-Control | Responsibility | Assertiveness | Self-Control | Empathy |



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Grades K-2



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|---------------|----------------|---------------|----------------|----------------|
| Self-Control | Responsibility | Assertiveness | Responsibility | Empathy |
| Empathy | Cooperation | Self-Control | Cooperation | Responsibility |
| Assertiveness | Cooperation | Self-Control | Assertiveness | Empathy |
| Self-Control | Empathy | Assertiveness | Empathy | Cooperation |
| Assertiveness | Responsibility | Self-Control | Cooperation | Responsibility |



C.A.R.E.S. Bingo

Grades K-2



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|----------------|----------------|----------------|----------------|----------------|
| Empathy | Assertiveness | Self-Control | Responsibility | Self-Control |
| Responsibility | Cooperation | Empathy | Assertiveness | Cooperation |
| Assertiveness | Responsibility | Assertiveness | Cooperation | Self-Control |
| Empathy | Self-Control | Responsibility | Assertiveness | Responsibility |
| Self-Control | Cooperation | Empathy | Empathy | Cooperation |



C.A.R.E.S. Bingo

Grades K-2



| | | | | |
|---------------|----------------|----------------|----------------|--------------|
| Self-Control | Assertiveness | Responsibility | Cooperation | Empathy |
| Assertiveness | Self-Control | Empathy | Responsibility | Cooperation |
| Empathy | Assertiveness | Cooperation | Assertiveness | Cooperation |
| Cooperation | Responsibility | Self-Control | Responsibility | Self-Control |
| Self-Control | Empathy | Responsibility | Assertiveness | Empathy |



C.A.R.E.S. Bingo

Grades K-2



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|----------------|----------------|----------------|----------------|----------------|
| Responsibility | Self-Control | Empathy | Cooperation | Responsibility |
| Empathy | Empathy | Assertiveness | Responsibility | Cooperation |
| Assertiveness | Self-Control | Responsibility | Self-Control | Assertiveness |
| Self-Control | Cooperation | Empathy | Cooperation | Self-Control |
| Assertiveness | Responsibility | Empathy | Assertiveness | Cooperation |

