I Know! Bingo!

Synonyms

©2004 Education Inspired

Place the cards in the middle of the group. Pick up a card and read it out loud. All players find the synonym of the word on the card and mark it. Put the cards that have been read in a new pile. Take turns reading cards until someone covers four squares in a row. Then the group must check the cards and the words covered to make sure the correct answers are marked. If they are, that player wins the game.
I Know! Bingo!

Synonyms

©2004 Education Inspired

Place the cards in the middle of the group. Pick up a card and read it out loud. All players find the synonym of the word on the card and mark it. Put the cards that have been read in a new pile. Take turns reading cards until someone covers four squares in a row. Then the group must check the cards and the words covered to make sure the correct answers are marked. If they are, that player wins the game.
Place the cards in the middle of the group. Pick up a card and read it out loud. All players find the synonym of the word on the card and mark it. Put the cards that have been read in a new pile. Take turns reading cards until someone covers four squares in a row. Then the group must check the cards and the words covered to make sure the correct answers are marked. If they are, that player wins the game.
Place the cards in the middle of the group. Pick up a card and read it out loud. All players find the synonym of the word on the card and mark it. Put the cards that have been read in a new pile. Take turns reading cards until someone covers four squares in a row. Then the group must check the cards and the words covered to make sure the correct answers are marked. If they are, that player wins the game.
Place the cards in the middle of the group. Pick up a card and read it out loud. All players find the synonym of the word on the card and mark it. Put the cards that have been read in a new pile. Take turns reading cards until someone covers four squares in a row. Then the group must check the cards and the words covered to make sure the correct answers are marked. If they are, that player wins the game.
Place the cards in the middle of the group. Pick up a card and read it out loud. All players find the synonym of the word on the card and mark it. Put the cards that have been read in a new pile. Take turns reading cards until someone covers four squares in a row. Then the group must check the cards and the words covered to make sure the correct answers are marked. If they are, that player wins the game.

<table>
<thead>
<tr>
<th>shop</th>
<th>father</th>
<th>glad</th>
<th>paste</th>
</tr>
</thead>
<tbody>
<tr>
<td>mother</td>
<td>child</td>
<td>see</td>
<td>create</td>
</tr>
<tr>
<td>bug</td>
<td>pick</td>
<td>road</td>
<td>little</td>
</tr>
<tr>
<td>leap</td>
<td>beautiful</td>
<td>baby</td>
<td>clean</td>
</tr>
</tbody>
</table>
For grades 2-4; Groups of 2-6

Place the cards in the middle of the group. Pick up a card and read it out loud. All players find the synonym of the word on the card on their own papers and mark it. Put the cards that have been read in a new pile. Take turns reading cards until someone covers four squares in a row. Then the group must check the cards and the words covered to make sure the correct answers are marked. If they are, that player wins the game.

**Answer Key**

1) beautiful  9) rip  17) hear
2) road  10) paste  18) clean
3) little  11) father  19) bug
4) leap  12) pick
5) glad  13) mother
6) baby  14) create
7) see  15) child
8) shop  16) present
store  street

©2004 Education Inspired  8  ©2004 Education Inspired  2

gift  look

©2004 Education Inspired  16  ©2004 Education Inspired  7

happy  infant

©2004 Education Inspired  5  ©2004 Education Inspired  6

jump  pretty

©2004 Education Inspired  4  ©2004 Education Inspired  1
Cut these squares out to use as game pieces, or laminate the game boards & use washable markers.