

NASCO ALGEBRA BINGO

By Regina Brunner and Larissa Brunner

How to Play:

Play in small or large groups. The game can be played for any length of time and can have any number of winners.

- 1) To start, each player selects a 5" x 6" playing card and places a marker on the center square.
- 2) The caller shuffles the small question cards facedown, picks the top card off the pile, and reads the question. The caller should not read the answer.
EXAMPLE: $C = \text{Factor } x^2 - 3x - 10.$
The player looks for the answer under the letter C. If they have the answer $(x + 2)(x - 5)$ under the letter C, they place a marker on that answer.
- 3) The caller then returns the card to the file box and places it under the correct letter. In addition, the caller places a marker on the answer on the master sheet.
- 4) Play continues in the same way until a player covers five squares in a row.
- 5) When a player succeeds in covering five squares in a row, either vertically, horizontally, or diagonally, they call out "NASCO", and everyone stops playing.
- 6) The caller then checks the master sheet as the player reads off their five covered answers. If they match, the player wins. If not, the player, as a penalty, must remove those same five markers off of their card, and the game continues.
- 7) The winner becomes the caller for the next game, or play continues until someone fills their entire card.

Playing for Points:

To play for points, set a time limit at the start of the game. Players keep their own score or appoint a scorekeeper. The person with the highest score at the end of the time limit is the winner.

How to Score:

1st NASCO — 10 points

3rd NASCO — 20 points

5th NASCO — 40 points

2nd NASCO — 15 points

4th NASCO — 30 points

6th NASCO — 50 points

Each additional NASCO — 50 points