

Community Leadership Activity

GIFTS BINGO⁵

Overview

A “raggedy-start” activity

Purpose

To engage people who come early to a meeting and to instantly engage people as they come in to join the group

Time Required

See instructions

Materials

Bingo cards (see handout), flip chart or butcher paper, and prizes for winners

Preparation

Prepare the Bingo cards (see handout) and the flip chart with the rules.

WHAT	HOW	MATERIALS
<p>Step 1: Setup</p>	<p>NOTE: A raggedy-start activity should begin about 5 to 10 minutes before the meeting and continue for about 5 to 10 minutes after the official start time. Raggedy starts should be inclusive, mix people, be active, and relate to the work. For example, if one of the values of the group is to promote youth–adult partnerships, the raggedy start should also be designed to promote that value.</p> <p>Bingo is usually played with cards that have numbers on each of 25 squares; the winner often gets money. In Gifts Bingo as a raggedy start, the rules are slightly different. First, the squares on the cards are filled with tasks: “Find someone who _____” (e.g., “was born in 1980” or “has more than 3 pets”). Each square should relate to the skills, interests, and gifts that each of us brings to community work.</p> <p>Explain that in raggedy-start Gifts Bingo, you cover a square by having a person who matches what is in the square sign it. The objective is to get <i>all</i> the squares, not just 5 in a row. After someone signs your card, move on to a new person.</p>	

⁵ Source: Innovation Center for Community and Youth Development, *Building Community: A Tool Kit for Youth & Adults in Charting Assets and Creating Change* (see Appendix 2).

WHAT	HOW	MATERIALS
	<p>You can stop the game even if no one has all the squares. Have people raise their hands if they have at least 15, or at least 10, until you find a winner. You can decide on a prize; something small like candy works fine.</p>	
<p>Step 2: Playing Bingo</p>	<p>As people enter the room, have two or three designated greeters ready to hand them Bingo cards and explain the rules (see handout). You can also write the rules on a flip chart:</p> <ul style="list-style-type: none"> ★ Once you find a match, have that person sign the square. ★ After that person signs the square, move on to someone new. ★ Try to get as many squares as possible. ★ Yell “Bingo!” if you fill out your whole card. 	<p>Bingo cards (see handout)</p> <p>Flip chart or butcher paper hanging up with the four rules written out</p>
<p>Step 3: Reflection</p>	<p>At the end, award any prizes, then make sure the group has a short time to process the experience. To guide their reflection, ask the following questions:</p> <ul style="list-style-type: none"> ★ Which squares were easy to get? ★ Which squares were hard? ★ Did anything surprise you? ★ What new assets did you discover among our group? ★ How can we build on our many personal strengths? 	<p>Prizes (candy)</p>

HANDOUT: Sample Bingo Card

Knows how to use PowerPoint	Can speak two or more languages	Can sing a Britney Spears song	Has bowled more than 175	Is a member of a successful youth–adult partnership
Plays basketball	Recruited someone to come to this meeting	Thinks this community is great place to live	Has volunteered with people of other ages	Has facilitated a meeting
Can draw a map of this community	Has conducted a survey	Has a friendly smile	Likes to cook	Has been a member of a successful team
Has lived in this community for more than 30 years	Has lived in this community for less than a year	Has had his or her own business	Knows where youth in this community like to go on weekends	Has written a book

Note: Fill in the blank spaces with your own ideas!