

Play Bingo in the Park!

Plant BINGO



Introductory Notes

- The teaching unit should be preferably held from May to October
- Duration for the task: 60-120 min

Digital Competences

- Selecting of suitable apps
- Checking information for accuracy
- Careful use of natural resources through the use of digital media



Recommended Devices and Tools

- Bingo Baker (to generate a game)
- personal mobile phone or tablet
- QR-code scanner



Task

Walk in the park and find the plants in the bingo game. When finding a plant, click on the scientific name of the plant in the bingo grid. You have finished the game when you have found all the plants.





Step 1

Scan the QR code of the bingo game and open it. Use the QR code reader integrated in the mobile phone's camera or a special application from the store.

Step 2

Check out the scientific names of the plants mentioned in the bingo game.

Park Bingo			
B	I	N	G
Typha	Ranunculus	Hepatica nobilis	Picea abies
Taraxacum	Campanula patula	Rhododendron	Iris pseudacorus
Acer platanoides	Primula veris	Betula pendula	Quercus robur
Solidago	Poa annua	Bellis perennis	Verbascum thapsus



Step 3

Go wild and find the plants mentioned in the game. Mark the found plant in the game.

Step 4

You have won the game when you have found and marked all the plants mentioned in the game.



Pictures from [Pixabay](#)



Erasmus+

