Farm Animal Picture Bingo – Board 1

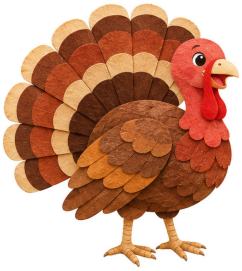
Mark three in a row: across, down or diagonally.

 Goat	 Dog	 Duck
 Pig	 Cow	 Cat
 Pony	 Sheep	 Donkey

No free square. Keep this board whole; cut only the calling cards.

Farm Animal Picture Bingo – Board 2

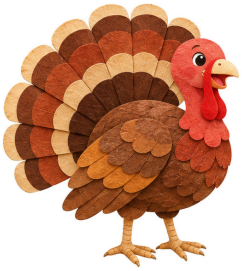
Mark three in a row: across, down or diagonally.

 Duck	 Goose	 Turkey
 Goat	 Sheep	 Pig
 Dog	 Pony	 Hen

No free square. Keep this board whole; cut only the calling cards.

Farm Animal Picture Bingo – Board 3

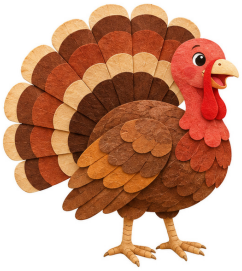
Mark three in a row: across, down or diagonally.

 Dog	 Sheep	 Hen
 Cow	 Cat	 Goat
 Turkey	 Duck	 Pony

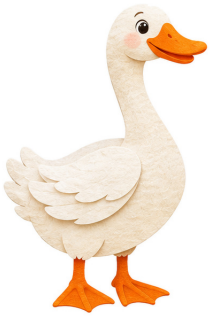
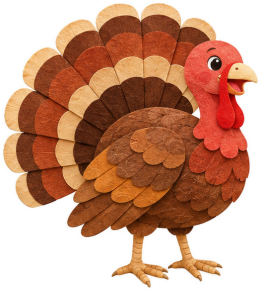
No free square. Keep this board whole; cut only the calling cards.

Farm Animal Picture Bingo – Board 4

Mark three in a row: across, down or diagonally.

 Sheep	 Goat	 Duck
 Cow	 Cat	 Goose
 Dog	 Turkey	 Pig

No free square. Keep this board whole; cut only the calling cards.

 Cow	 Pig	 Sheep	 Goat
 Pony	 Donkey	 Hen	 Duck
 Goose	 Turkey	 Dog	 Cat

Farm Animal Picture Bingo

Four different boards and twelve calling pictures.

Give two to four players a different numbered board. Keep those pages whole. Print the calling sheet once and cut its shared grid into twelve 43 x 58 mm cards. Print at actual size in portrait orientation.

Shuffle the calling cards face down. The caller turns over one, shows it and says its name. Players mark that picture if it appears on their own board. If it is absent, wait for the next call. Keep called cards visible.

Three marked pictures in a straight line win: across, down or diagonally. There is no free center square. The example below shows one diagonal on board 1; its three pictures must all have been called.

Check a claimed line against the visible calling cards. Simultaneous winners share the win. For another round erase the marks or remove the paper counters, and reshuffle all twelve calling cards. Supervise small loose counters, or use pencil marks instead.

Example: a diagonal on board 1

