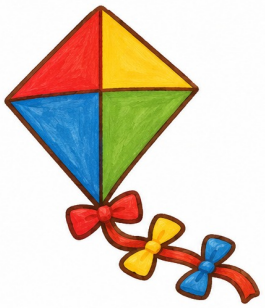
Toy Picture Bingo

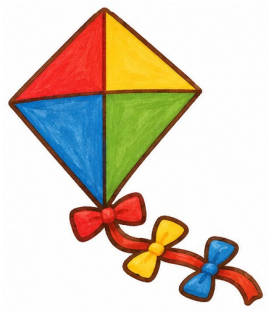
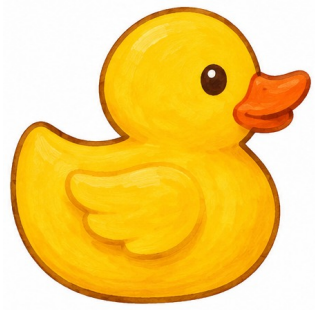
Player card 1 / 6 - Mark three in a row, column or diagonal

 Stacking rings	 Toy train	 Spinning top
 Rocking horse	 Kite	 Drum
 Bucket	 Beach ball	 Sailboat

No free space. Give each player a different card. Doodle Orchard

Toy Picture Bingo

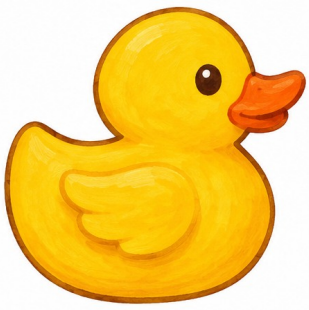
Player card 2 / 6 - Mark three in a row, column or diagonal

 Kite	 Rocking horse	 Toy car
 Bucket	 Sailboat	 Stacking rings
 Rubber duck	 Toy train	 Beach ball

No free space. Give each player a different card. Doodle Orchard

Toy Picture Bingo

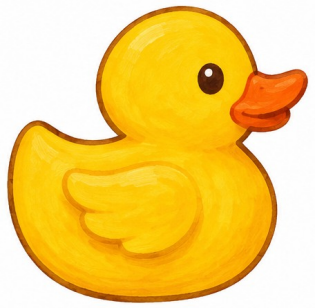
Player card 3 / 6 - Mark three in a row, column or diagonal

 Bucket	 Spinning top	 Sailboat
 Teddy bear	 Drum	 Beach ball
 Toy car	 Rubber duck	 Toy train

No free space. Give each player a different card. Doodle Orchard

Toy Picture Bingo

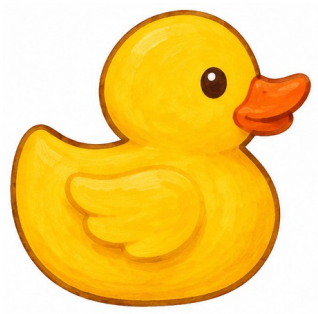
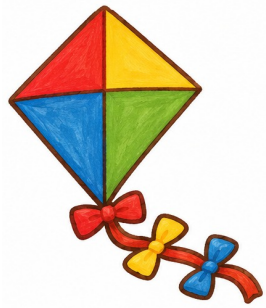
Player card 4 / 6 - Mark three in a row, column or diagonal

 Sailboat	 Beach ball	 Toy car
 Rocking horse	 Toy train	 Rubber duck
 Stacking rings	 Spinning top	 Drum

No free space. Give each player a different card. Doodle Orchard

Toy Picture Bingo

Player card 5 / 6 - Mark three in a row, column or diagonal

 Rubber duck	 Sailboat	 Stacking rings
 Kite	 Toy train	 Toy car
 Bucket	 Rocking horse	 Teddy bear

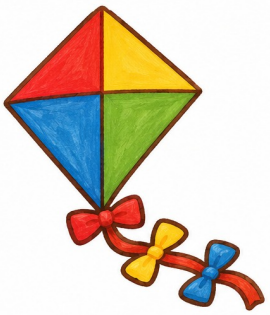
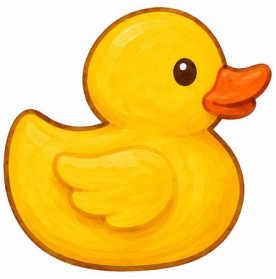
No free space. Give each player a different card. Doodle Orchard

Toy Picture Bingo

Player card 6 / 6 - Mark three in a row, column or diagonal

 Stacking rings	 Drum	 Bucket
 Sailboat	 Toy car	 Rocking horse
 Teddy bear	 Beach ball	 Spinning top

No free space. Give each player a different card. Doodle Orchard

 Teddy bear	 Toy train	 Beach ball	 Kite
 Sailboat	 Drum	 Toy car	 Rocking horse
 Stacking rings	 Bucket	 Spinning top	 Rubber duck

How to Play Toy Bingo

For 2-6 players and one caller. Reprint different cards for another group.

1. Print a different numbered player card for each player.
2. Print the 12 calling pictures. Cut the outer rectangle, then the grid lines.
3. Shuffle the calling pictures face down. Keep player boards whole.
4. Turn over one picture, show it and say its name.
5. Players mark that picture if it is on their board. Leave the called card visible.
6. Three marked pictures in a row, column or diagonal wins. There is no free space.
7. Check all three against the called pictures. More than one player may win together.

Use pencil crosses on plain paper, or an erasable cover with a suitable marker.

To play again, use a fresh print or clear your erasable cover.

The caller has all 12 toys; each player board has a different selection of nine.



Example: one marked diagonal on player card 1. Doodle Orchard