

ALEPH BAIS ZINGO!

Zingo! is a fun and interactive matching game that brings excitement and learning together to create a great reinforcement activity!

Playing Zingo! will help children develop many skills:

- **Letter Recognition**
- **Matching**
- **Observation and Perception**
- **Concentration and Memory**
- **Fine Motor Skills and Coordination**
- **Following Instructions**
- **Taking Turns**
- **Winning and Losing**

How to Assemble the Game:

***You will need 35 small adhesive magnets for this game.**

- 1. Laminate all of the Zingo! cards and cut them out.**
- 2. Laminate the 2 Aleph Bais charts. Cut out all of the letters.**
- 3. Place a small circle magnet on the back of each letter.**
- 4. Do not laminate the game cover. Cut it out and fold it on the indicated lines. Glue it onto the Zingo! Box. This box will hold all of the Aleph Bais tiles.**
- 5. Take 2 circle magnets and place them on the side of the Zingo! box, over the clear plastic. These two magnets will “catch” the letters in the game.**
- 6. Place all of the Aleph Bais tiles in the Zingo! box.**
- 7. You are now ready to begin the game!**

How to play:

- 1. Lay out all of the Aleph Bais tiles face down so that the magnet on each letter is face up.**
- 2. Each Player gets a Zingo! card.**
- 3. All the players have to eye the Zingo! box for the next step.**

- 4. One player will be the Dealer and will take the Zingo! box and “grab” 2 Aleph Bais tiles onto the magnets of the Zingo! box.**
- 5. The players have to quickly check to see if the Zingo! box grabbed a letter that they have on their Zingo! board. If it does, the players have to call out the letter that they have in common. The first one to call out the letter gets to take the letter tile and place it on his/her Zingo! board.**
- 6. The letter(s) that were not called out go back into the Zingo! box for the next round.**
- 7. If there are 2 or more players need the same tile, it goes to the player that called it out first. In the case of a TIE, the Dealer places the tile back into the Zingo! box and starts again.**
- 8. If a player calls out a tile that he/she does not really need, the tile goes to the next player that correctly calls it out.**
- 9. The first player to cover all 9 spaces on the card shouts “ZINGO!” and wins.**
- 10. The winner can be the one to start the next game as the Dealer.**

Enjoy!!



ב-ק Zingo!

BINGO with a ZING



TU TORAHUMESORAH



ב-ק Zingo!

BINGO with a ZING



TU TORAHUMESORAH



ג-א Zingo!
RINGO with a ZING

מ	ב	ה
ה	פ	ס
צ	ד	ך



ג-א Zingo!
RINGO with a ZING

ך	מ	צ
פ	ה	ב
ל	ד	פ

 **ג-א Zinggo!**
BINGO with a ZING

א	ב	ש
ה	ו	ד
פ	ק	צ

 **ג-א Zinggo!**
BINGO with a ZING

י	ה	ב
מ	פ	ק
ד	צ	ט


כ-א Zinggo!
BINGO with a ZING

א	ב	י
ז	פ	ץ
ש	ט	ע

 TORAH UHESORAH


כ-א Zinggo!
BINGO with a ZING

ז	ר	פ
ם	מ	נ
ע	ג	ש

 TORAH UHESORAH

ב-א Zinggo!
BINGO with a ZING!

ב-א Zinggo!
BINGO with a ZING!

ג	ד	ע
מ	כ	ל
פ	ב	ס

מ	ד	כ
ס	ב	ש
ל	ר	פ

א	ב	ב	ג	ד	ה
ו	ז	ח	ט	י	פ
ק	כ	ל	מ	ם	
נ	ן	ס	ע	פ	פ
ף	צ	ץ	ק	ר	ש
	ש	ת	ת		

ד	-	..	⋮	׳	״	׃	ׂ	ׁ	׀	ׄ
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א	ב	ב	ג	ד	ה
ו	ז	ח	ט	י	פ
ק	כ	ל	מ	ם	
נ	ן	ס	ע	פ	פ
ף	צ	ץ	ק	ר	ש
	ש	ת	ת		



ד	-	..	⋮	ו	ו	י	י	⋮	⋮	⋮
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