

Bingo Box

Name _____ Name _____

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

Summary of Rules

1. Create a random integer from 1 to 25. Put a tick mark in that square. Repeat.
2. When a square has 4 ticks marks, erase and put 1 above, 1 below, 1 left and 1 right.
3. If this causes another square to get 4 tick marks, empty that one too: 1 above, 1 below, etc.
4. **Keep track of how many squares were emptied in one sequence.**

This is the size of your bingoquake. Enter the size of the bingoquake on the data sheet.

5. If a tick mark goes off the edge of the bingobox, it disappears.
6. If a square gets more than 4 tick marks, erase only 4, leave the rest.