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BINGO GAME
For GCompris

Project :

Bingo is a wonderful source for entertainment. We can use this game for children to teach them either words or maths. We can make this application so that two or more people can play it together.

For learning words:

For a group of players, a separate(different) grid of jumbled alphabets will be given to them. In each move, one player will announce one alphabet and everyone has to mark the same in their grid. One who is able to make 5 words first, will be the winner of the game. And 'Bingo !'.

For learning maths:

For a group of players, same grid of jumbled numbers will be given to each player. The application will provide a math problem (based on the difficulty level) and the solution will be one of the number in the grid. The player who will select 5 correct answer first will be the winner. And 'Bingo !' . But if it selects a wrong answer, a notification to each player will be sent that, the player has chosen a wrong answer but the answer he chose will not be revealed. In the end, the correct answer for that question will be shown to everyone's screen.