



Zika Zapp Bingo Instructions

LEARNING OBJECTIVES

Build awareness of

1. The many different breeding habitats used by container mosquitoes. There are 30 categories used in the GLOBE Observer Mosquito Habitat Mapper.
2. The four life cycle stages of a mosquito (egg, pupa, larva, and adult). The Mosquito Habitat Mapper focuses on the larva stage, but asks when taking a sample if mosquito eggs, pupa or adult mosquitos are also found in the sample or site.

PREPARE:

- Print out different Zika Zapp game boards for each learner or team, plus one call sheet (images of mosquito breeding sites and life cycle stages with names). The Zika Zapp game boards file includes 40 different versions of the game board.
- Cut up the call sheet and put individual pieces into a container (e.g., bowl, box, bag, or hat). Alternately, the caller picks images randomly from the call sheet.
- If playing in teams (e.g., 2-3 players per team), divide the group into teams.
- Collect or create markers (15-20 per player or group) – these could be pennies, small rocks, or other markers for players to use (see also templates on last two pages that can be used to create markers). Paper markers could be printed or pasted onto cardboard before cutting out to make them sturdier.

NOTE: attached are a simple marker template (e.g., black circles) and one using the “Pokemon-style graphic used for the board “free” space (center space).

PLAY

- Hand out a different game board to each learner or team.
- The center square is a “free” space – players should mark at the start of the game.
- The “caller” selects one of the mosquito habitat sites or life cycle stages and says the name.
- Players place the marker over the image for the habitat or life cycle stage if it is on their board.

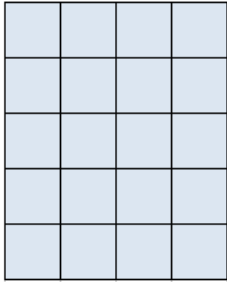
WINNING

- A player or team covers a row of spaces in any direction (vertically, horizontally, or diagonally) and calls out “ZikaZapp.” (see also variations on next page)
- The caller checks the card and if they are correct they win the round, if not, the game continues.
- Continue until a specific number of winners have called “Zika Zapp” (i.e., a round can have one or more winners).

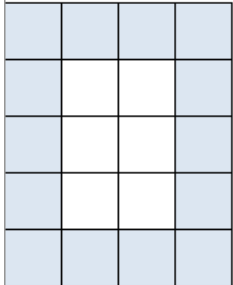


VARIATIONS

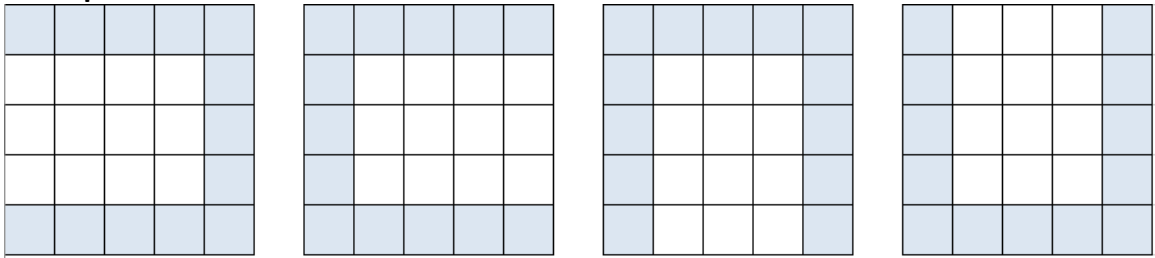
Blackout – Cover all the squares on a playing card.



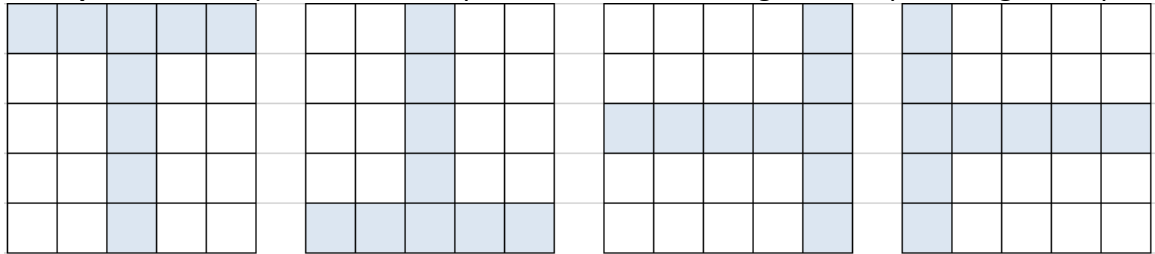
Square – Fill all 4 outside rows - top, right, bottom, and left)



U-Shaped – Cover 3 outside rows to form a letter “U”



T-Shaped – Cover spaces in the shape of the letter “T” – right-side-up, left, right or upside down



Marker Templates

