

GATHER ROUND

Autumn Picture Bingo

A cozy game to share around the table



4 bingo boards · 9 caller cards

2-4 players

Before you play

One shared game for 2-4 players

Print just 3-5 sheets

Print one board per player from pages 4-7, plus the caller cards on page 8. One round needs only 3-5 sheets. Keep the other pages on screen.

Print on A4 paper at 100% (Actual Size). An adult cuts out the caller cards along the lines. Leave the boards whole. Prepare nine large paper markers per player.

Before the first round, show and name all nine pictures. Players can match the pictures without reading the labels.

How to play

- 1 Give everyone a different board. Shuffle the nine caller cards and place them face down.
- 2 The caller turns over one card, shows it, and names the picture. Everyone covers the matching picture on their board. Set the card aside; do not draw it again this round.
- 3 Cover three pictures in one row or column, then say "Bingo!" Check the line with the caller. Diagonals do not count. There is no free space.

Check your Bingo!

The cards decide the win. Everyone gets time to finish.

All three pictures in your winning line must be on cards already drawn. The top row of Board 1 is maple leaf, squirrel, and rain boot. All three must have been called to win with that row.

Example: the top row of Board 1



maple leaf



squirrel



rain boot

Share the win

After each card, let everyone finish covering their picture. If more than one player completes a line on the same turn, they share the win. Shouting first or loudest does not decide the winner.

Who is the caller?

Play with 2-4 players. An adult can just call the cards or play too. A caller who plays draws without peeking and covers a board by the same rules. Count a playing caller as one of the 2-4 players.

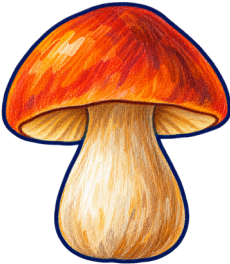
Another round?

Remove every marker, swap boards, and shuffle all nine caller cards again. Start with a new card order.

Autumn Picture Bingo

Cover each picture the caller shows.

Board 1

 maple leaf	 squirrel	 rain boot
 mushroom	 umbrella	 owl
 pumpkin	 pine cone	 apple

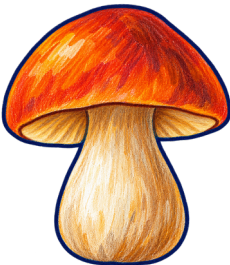
Three in a row or column? Bingo!

Diagonals do not count. No free space.

Autumn Picture Bingo

Cover each picture the caller shows.

Board 2

 pumpkin	 squirrel	 owl
 apple	 maple leaf	 rain boot
 mushroom	 pine cone	 umbrella

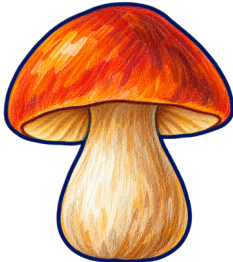
Three in a row or column? Bingo!

Diagonals do not count. No free space.

Autumn Picture Bingo

Cover each picture the caller shows.

Board 3

 pine cone	 owl	 pumpkin
 apple	 mushroom	 rain boot
 umbrella	 squirrel	 maple leaf

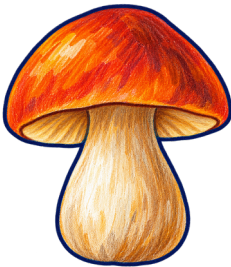
Three in a row or column? Bingo!

Diagonals do not count. No free space.

Autumn Picture Bingo

Cover each picture the caller shows.

Board 4

 apple	 pumpkin	 owl
 maple leaf	 pine cone	 rain boot
 mushroom	 umbrella	 squirrel

Three in a row or column? Bingo!

Diagonals do not count. No free space.

Caller cards

Cut along the lines. Shuffle and turn over one card at a time.



pine cone



maple leaf



mushroom



squirrel



owl



apple



pumpkin



umbrella



rain boot

Keep the drawn cards beside you so you can check each Bingo!

After the game

Put the markers away and leave the nine caller cards on the table. Choose an activity to try together.

1 Guess from a clue

Pick a card and describe its picture without naming it. The others guess, then take turns giving clues.

"A bushy orange tail. It climbs trees." - squirrel.

"Hold it overhead to keep the rain off." - umbrella.

"Orange and round, with a stem on top." - pumpkin.

Need help? Act it out or choose between two cards.

2 Sort and explain

Make groups and explain your choices. Squirrel and owl are animals. Umbrella and rain boot are for rainy days. Apple and pumpkin can be harvested in fall.

Where would you put the maple leaf, pine cone, and mushroom? Make up a group of your own. A picture may fit more than one group.

3 Tell a fall story

Take the squirrel, umbrella, and apple cards. Each person adds one sentence: "The squirrel found an apple. Then it started to rain..."

What happened next? Who helped? Swap one card and invent a different ending.

