Wild Bingo



Directions: Find an individual who meets the requirements described in each box and place his/her name there. Continue to fill all the boxes with names of persons in the group, using each name only once. When you have completed all the squares, show your results to one of the facilitators.

A person who was born outside of Maryland	Someone who rarely eats red meat	Someone who likes to photograph wildlife	Someone who likes to ride bicycles
Someone who jogs regularly	Someone who knows what a Nutria is	Someone who likes to backpack	Someone who likes to go birding
Someone who recycles paper or glass	Someone who carries a hunting license	A native Marylander	Someone who knows who Aldo Leopold is
Someone who enjoys fishing	Someone who has a "heron" license plate	Someone who has traveled outside of the US	Someone who knows what 'herping' is

Wild Bingo was adapted from Idaho Project WILD by Dr. Debra Thatcher.

Nature-based Classroom Ice Breakers

Who Am I?

For this activity tape or pin the name of a wildlife species on the back of each participant and make sure everyone has paper and a pencil. Each person tries to figure out what animal he or she is by walking up to other participants and getting clues from them. For example, Person A gives clues to Person B by briefly describing what Person B is in one to four words. Person B writes down this description and then briefly describes what Person A is in one to four words. Person A writes down this clue and both people move on to other participants for new clues. Be sure to set a time limit before the group begins the activity. Wrap up by asking for three to five volunteers to guess what they think they are, based on the clues they received.

Guess My Name

Ask the participants to make a list of ten words to describe an animal of their choice on a sheet of paper. They then tape the sheet of paper to themselves and move about the room, reading each other's lists. They introduce themselves to each other and try to guess what animal each list describes.

Artistic Introductions

Ask participants to draw or model out of clay an animal they feel represents themselves. Divide the participants into groups and have each explain why (s)he chose the animal (s)he did. Or, put pictures of a variety of animals on a large table and have participants choose one they feel represents themselves. Divide into groups and have each participant explain why (s)he chose a particular animal.

Sound Off

Write out cards with the name of one animal on each. Make two cards for each animal. Hand out a card to each participant, making sure that pairs of animals are distributed. Arrange the participants in a circle. Explain that they are to make the sound of the animal on their card to find the other animal of their species. No talking is allowed. Once they find their partner, they are to stand by them. Participants can also be blind-folded and/or groups of more than two animals can be produced by making more cards for each animal.

Significant Stories

Ask each participant to relate a story about a significant experience involving nature, animals, trees, etc.