



BLING-OO: Instructions

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To change terms on cards: Go to “Home” feature, then “replace”. In the “find” field, enter word you would like to take off card and “replace with” word you would like to add to card. Choose “replace all” and it will perform this function for all cards in the presentation.

*Be sure to change the definition for the new term.

For other edits, customization or adding cards, contact juli.lewis@lscu.coop

Suggested Uses:

Recommended Ages: Any (if some participants are not able to read, you may use pictures or pair them up with a partner who can read)

Time to Allow: 15min-30min (longer if used for a full lesson)

1. Distribute cards and make sure participants have something to write with.
2. Explain that it is similar to BINGO with a few key differences
 - a. Instead of just calling the word, you will give the definition and ask participants to tell you what term you are talking about –you can give more detail on each term as part of the review or lesson.
 - b. Participants need 2 lines to win, not just 1 (because in life, you always need a “plan b”). The lines can be vertical, horizontal or diagonal.
 - c. Not everyone has a free space...and it is not always in the center. Mark it off if you have one.
 - d. There are a couple other rules that “may” come up as the game is played (yes, you can make sure they come up by pulling them at the perfect time!)
 - i. Pass Right/Pass Left – when you pull either of these, ask everyone to hold up their card in their corresponding hand (left or right) and then they pass their card to the person sitting on that side of them. You will likely hear “that’s not fair”...life isn’t fair! This is good to pull when people start getting close to winning. These may be put back into the pot and may be drawn again.
 - ii. NILIF – this means “Nothing In Life Is Free”- when you pull this one, it means that anyone who has a free space on their card can no longer use it to win. Definitely use this one when participants are getting close to winning. Take this opportunity to warn participants of “free offers” or phony texts and emails stating that they won something.
3. Keep playing until someone yells out “BLING-OO” and then check their cards. If they don’t have 2 lines, they are out of the game!
4. Keep playing if you have not yet gotten to all the terms you would like to cover.
5. Where did the name BLING-OO come from? The better you learn to manage your finances, the more “BLING” you can buy...yes, that was when “bling” was popular!