



# Earthquakes and Volcanoes

## Bingo Instructions

### Host Instructions:

- Decide when to start and select your goal(s)
- Designate a judge to announce events
- Cross off events from the list below when announced

### Goals:

- First to get any line (up, down, left, right, diagonally)
- First to get all four corners
- First to get two diagonal lines through the middle (an "X")
- First to get a "blackout" (all squares)

### Guest Instructions:

- Check off events on your card as they occur
- If you complete a goal, shout "BINGO!". You've won!
- The judge decides in the case of disputes

### This is an alphabetical list of all 51 events:

3, active, aftershock, along plate boundaries, ash, basaltic, bombs, caldera, cindercone, composite, contour interval, contour lines, crater, depressions, dormant, earthquakes, explosive, extinct, fault, fault, faultblock, folded, fracture, fracture, gentle, granitic, hatchmarks, hot spot, lagtime, magnitude, mercalli, normal, primary (p) wave, reverse, richter, secondary (s) wave, seismic waves, seismogram, seismograph, shield, silica, steep, strike-slip, surface (l) wave focus, tephra, tsunami, up-warped, upstream, vent, volcanic, volcano.



# Earthquakes and Volcanoes Bingo Call Sheet

This is a randomized list of all 51 bingo events in square format that you can mark off in order, choose from randomly, or cut up to pull from a hat:



primary (p) wave	tephra	active	strike-slip	seismograph
magnitude	fracture	cindercone	3	granitic
seismic waves	aftershock	gentle	mercalli	seismogram
steep	contour interval	bombs	ash	depressions
richter	secondary (s) wave	normal	hatchmarks	crater
folded	vent	surface (l) wave focus	basaltic	reverse



# Earthquakes and Volcanoes

## Bingo Call Sheet

This continues the randomized list of all 51 bingo events. The bingo squares are aligned on each page to allow for easier cutting.



silica	earthquakes	fracture	faultblock	shield
extinct	caldera	upstream	up-warped	along plate boundaries
contour lines	lagtime	fault	composite	hot spot
volcanic	fault	tsunami	volcano	dormant
explosive				

<b>B</b>	<b>I</b>	<b>N</b>	<b>G</b>	<b>O</b>
mercalli	dormant	lagtime	up-warped	gentle
fracture	fault	contour lines	richter	seismograph
surface (l) wave focus	fracture	FREE	upstream	shield
fault	seismogram	contour interval	along plate boundaries	ash
granitic	aftershock	basaltic	tephra	seismic waves

This bingo card was created randomly from a total of 51 events.

3, active, aftershock, along plate boundaries, ash, basaltic, bombs, caldera, cindercone, composite, contour interval, contour lines, crater, depressions, dormant, earthquakes, explosive, extinct, fault, fault, faultblock, folded, fracture, fracture, gentle, granitic, hatchmarks, hot spot, lagtime, magnitude, mercalli, normal, primary (p) wave, reverse, richter, secondary (s) wave, seismic waves, seismogram, seismograph, shield, silica, steep, strike-slip, surface (l) wave focus, tephra, tsunami, up-warped, upstream, vent, volcanic, volcano.

<b>B</b>	<b>I</b>	<b>N</b>	<b>G</b>	<b>O</b>
silica	lagtime	along plate boundaries	vent	active
normal	upstream	granitic	faultblock	fracture
caldera	shield	FREE	extinct	crater
up-warped	fault	reverse	cindercone	dormant
aftershock	strike-slip	richter	seismic waves	contour interval

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3, active, aftershock, along plate boundaries, ash, basaltic, bombs, caldera, cindercone, composite, contour interval, contour lines, crater, depressions, dormant, earthquakes, explosive, extinct, fault, fault, faultblock, folded, fracture, fracture, gentle, granitic, hatchmarks, hot spot, lagtime, magnitude, mercalli, normal, primary (p) wave, reverse, richter, secondary (s) wave, seismic waves, seismogram, seismograph, shield, silica, steep, strike-slip, surface (l) wave focus, tephra, tsunami, up-warped, upstream, vent, volcanic, volcano.