



# Great Manners Bingo

**LEVELS:** Grades 2-4

**DESCRIPTION:**

Good manners are an important part of relating to others. This lesson provides a fun way to introduce and review good manners.

**OBJECTIVES:**

- Students will be aware of the importance of using good manners.
- Students will be exposed to a variety of good manners.

**ESTIMATED TIME:** 30-45 minutes

**MATERIALS NEEDED:**

- Great Manners Bingo cards – 1 per student (see pages 160-180)
- Copy of the calling cards – cut apart (see pages 181 & 182)
- Small squares of paper, beans, etc. to cover spaces on the Bingo cards
- Stickers or small prizes if you choose

**PROCEDURES:**

1. Compliment the students as they are settling for the lesson. Point out to the class several good manners you saw students using such as: looking at you to let you know they are ready, sitting quietly ready to begin the lesson, or perhaps someone used a polite word when speaking or helped someone clear their desk. Share with the students that today we are going to be talking about good manners.
2. Ask: "What does it mean to have good manners?" Elicit such responses as: being nice to others, polite, respectful, etc.
4. Ask: "Where should you use good manners?" The students may perhaps begin to name many different places. End with the statement that manners are important everywhere.
4. Ask: "When should you use good manners?" Come to the conclusion that manners are important all the time.
5. Ask: "Why should you use good manners?" Elicit such responses as to be nice to others, to get along with others, so others will like you and think/know you are nice, and because it's the right thing to do!
6. Ask: "Since it seems to be a pretty good thing to have, how do we get good manners?" Students may share such responses as from parents, teachers, from watching others, or perhaps learning the hard way from mistakes.
7. Tell the students that they are going to play a bingo game to help them think about good manners. Share with them that many of the manners in the game they may already know about and use, some may be manners they know about but have forgotten to use, and there may be one or two manners that are new to them. Tell the students that if they come across a man-

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- ner they have not heard before, remember it so that it can be discussed after the game.
8. Distribute the game cards and pieces to cover the spaces. Explain the rules of the game that when a manner is called out that is on their card they are to cover the space. Use the cut apart calling card saying the letter, number, and reading the manner. Use this time to discuss the manner having the students briefly share. They have bingo when they have straight in a row down, across or diagonally. They may call out "Great Manners" when they have bingo. Explain that in this game all are winners if they learned something new or are reminded about doing something right. You may choose to hand out stickers or something small if they have bingo.
  9. As you play several games, use the calling cards that have not been called yet so that all the manners can be discussed. After several games have been played, ask the students to share something new they may have learned or something they plan to start doing that they have not been.

### **SUMMARY POSTER OR VISUAL REMINDER:**

"You Are A Winner With Great Manners" summary poster on page 183

### **VARIATIONS/MODIFICATION/EXTENTIONS:**

Ask the students to be on the lookout for their classmates using good manners. When they see a good manner have them say to the classmate "Bingo!" At the end of the day or week talk with the class about the good manners they may have seen.

### **JOURNAL ENTRY**



Choose a good manner that you feel is important.  
Tell about the manner and why it is important.

