**Energy Bingo Directions**

The game features students who produce energy, and a moderator (can be a student or teacher) who is consuming energy. Students/ student teams have Bingo cards with many energy sources. It is the goal of the student to play source cards that both fit the consumer’s need and benefit their Bingo card, to get 5 energy sources in a row.

**Typical Round**

- Moderator (teacher) describes the consumer’s need, included the bolded factor, which must be satisfied
- All producers (students) search through the energy sources, selecting an energy source that fulfills the consumer’s need and is beneficial to their Bingo card
- Moderator collects energy source cards from the students/student teams and randomly selects one
  - If the selected energy source fulfills the need, all students mark that source on their Bingo card
  - If there is question as to whether the source satisfies the need, the moderator hears opinions from the students for and against the source’s practicality and makes a final decision
  - If the source does not fulfill the need, the moderator draws another energy source, repeating the process until an appropriate source is found
- Source cards returned to students
- Repeat the rounds by drawing another consumer card until a student/student team achieves Bingo
Variations

Hidden Factor

To simulate the complexities of the energy market, students submit their source cards. The moderator rolls a die, and reveals a hidden factor, which corresponds to the number on the consumer card, and if there is a smiley face next to the selected factor, that “hidden factor” must be satisfied, as well as the main bolded factor. This forces students to consider what other factors may be important for the application.

Comparison of Energy Sources

Moderator draws two energy source cards and compares them for the consumer’s need, selecting the better of the two sources. This adds depth to the game by critically comparing energy sources, and students can argue for or against each of the two sources.

Develop New Consumer Cards

As a class activity, the students could brainstorm other needs for energy, with a focus on applications for underdeveloped countries, ones especially suited for green energy, etc. and play with their own cards.