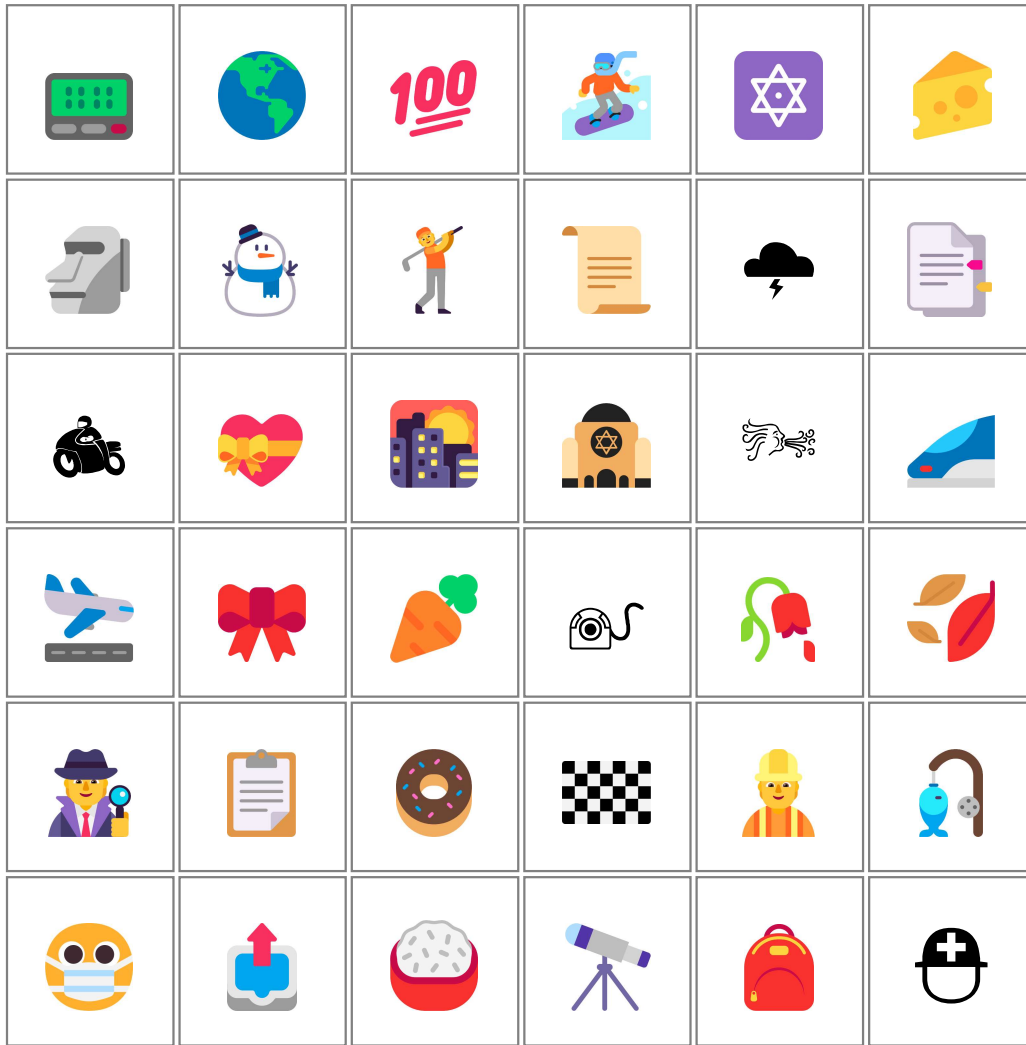
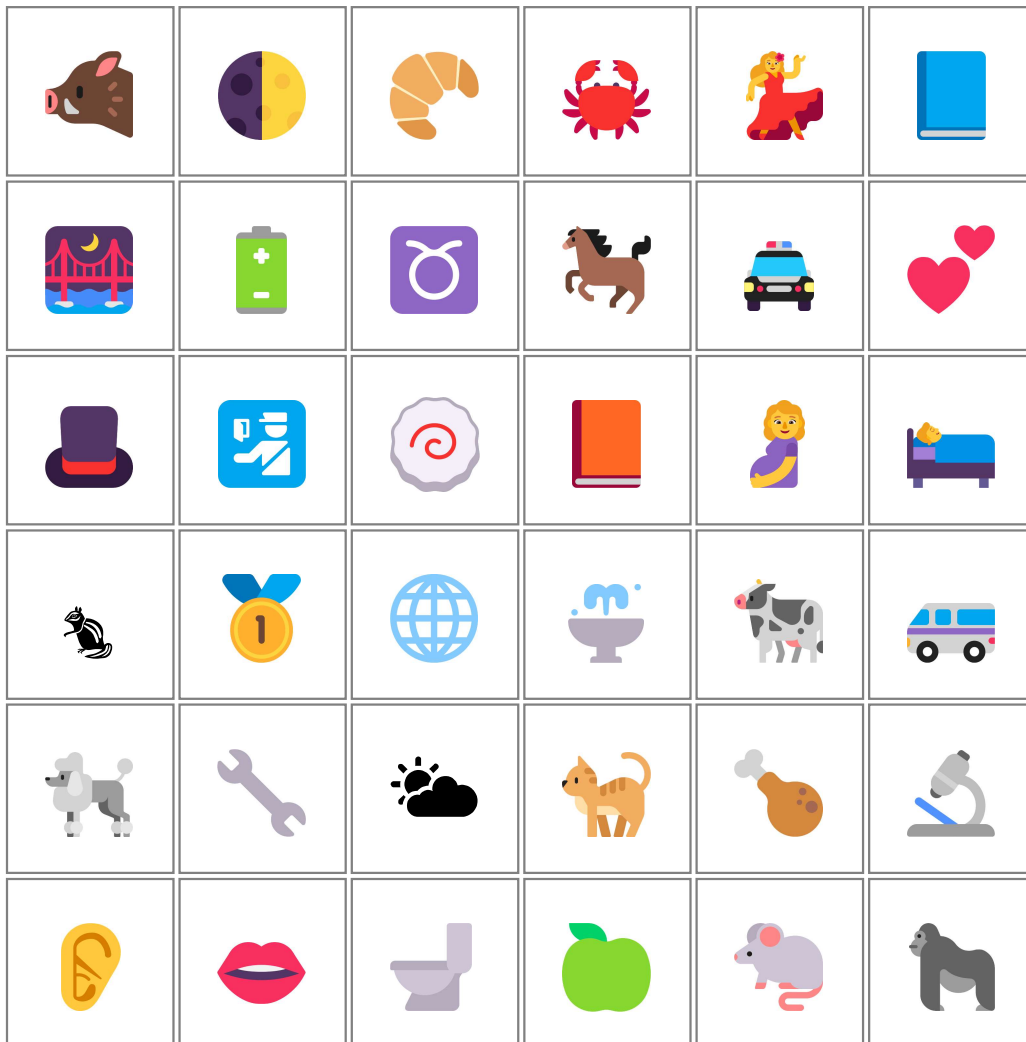


SCRxBBLE BINGO



SCRxBBLE BINGO



SCRxBBLE BINGO

 S	 H	 B C	 J	 B M	 E
 D	 L Z	 D	 T	 L	 C
 B M	 D	 A C S	 B C H	 D	 L S
 T	 F	 S	 O	 D	 B
 F L	 T	 A	 B	 H	 B H
 N	 C	 M	 D	 A	 M O

SCRxBBLE BINGO

 C ₃ R ₁ W ₄	 F ₄	 V ₄ Z ₁₀	 C ₃	 R ₁	 G ₂ V ₄
 S ₃	 T ₁	 B ₃	 P ₂	 F ₄ V ₄ Y ₄	 P ₂
 C ₃	 M ₃	 C ₁ D ₂ F ₄ S ₃	 K ₃	 T ₁	 C ₃ F ₄ R ₁
 C ₃	 B ₃ T ₁	 M ₃	 P ₂	 R ₁	 S ₃
 T ₁	 C ₃	 M ₃ S ₃	 H ₁	 T ₁	 B ₃
 S ₃	 T ₁	 B ₃ S ₃	 B ₃	 F ₄ W ₄	 L ₁

SCRxBBLE BINGO

M ₃	T ₁	M ₃	D ₂	R ₁	H ₄
V ₄	O ₁	L ₁	J ₈	B ₃	W ₄
U ₁	N ₁	S ₁	B ₃	K ₅	G ₂
Q ₁₀	Y ₄	I ₁	C ₃	F ₄	A ₁
P ₃	D ₂	F ₄	P ₃	Z ₁₀	S ₁
R ₁	G ₂	E ₁	C ₃	X ₈	T ₁

SCRxBBLE BINGO

S ₁	B ₃	N ₁	Z ₁₀	J ₈	P ₃
E ₁	K ₅	C ₃	L ₁	C ₃	S ₁
T ₁	B ₃	O ₁	F ₄	W ₄	A ₁
R ₁	G ₂	R ₁	P ₃	T ₁	D ₂
M ₃	I ₁	U ₁	Q ₁₀	H ₄	G ₂
M ₃	X ₈	D ₂	V ₄	F ₄	Y ₄

SCRxBBLE BINGO GOAL

Two or more players compete to place five or six tiles in a straight line.
Three game board styles with and without 36 EMOJI symbols.
Each symbol can be described with one or more words.

SET UP

Print a game board for each player.

Flip all 98 Scrabble® letter tiles face down between the players.
Decide whether the winning line needs five or six adjacent emojis.
TIP: Place each game board within a dry erase sheet for reuse.

GAME PLAY

Playing in turns, a player flips over a random letter tile.

Players simultaneously examine the symbols on their game board.

In turn, call out a word that starts with or relates to the letter drawn.

This word can be the actual symbol or a logical association or relationship.
For example, a **BEAR** matches the letter "B" as well as "M" for **Mammal**, even "D" for **Dangerous**.

If everyone agrees with your match, mark off the image.
If not, end your turn.

Repeat until someone marks five or six letters in a straight line -
vertically, horizontally or diagonally.

Consider playing three rounds to determine an overall winner.



Scan the QRCode for Emoji names:

