The Waterfowl I.D. ‘bingo’ Game for Greenwings.

Created by Jan Marra
Monroe Michigan DU Volunteer and Michigan DU newsletter editor.

Object of the game:
• To be the first player to cover the waterfowl pictures on their sheet(s) in the configuration decided for that game (i.e., horizontally, vertically, diagonally, or four corners.
• Learn about different waterfowl species while having fun. Makes a great Greenwing activity!

Participants: Caller & Players

Materials:
• Game sheets: minimum of one per player. Each sheet has a random assortment of waterfowl pictures.
• Game chips, or markers for each player.
• Waterfowl I.D. Calling Cards (for the educational version)
• Age group appropriate prizes.

How to play:
• The Caller randomizes the stack of Waterfowl I.D. Calling Cards, then draws one card and then holds the picture toward the group of players.
• While the players hunt for the species, the Caller gives information about the species. (Information for that species is on the back of each card.)
• Players hunt their game sheet for the waterfowl called, and if found they mark the species with their marker.
• The first player to place their markers in the configuration of that game calls out, “DUCKO!” and is the winner.
• Clear the game sheets after each game and start a new game each time to avoid too many winners at once.