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**Activity**

Daily Email Bingo

MODULE 8: Email

This **activity** was written for the Florida Public School System DIGITAL INFORMATION TECHNOLOGY (8207310) course. Funded by the Cyber/IT Pathways Program, Cyber Florida, and the Florida Department of Education.

# Module 8: Email

## Activity: Daily Email Bingo

The student checks email daily to obtain daily Bingo calls to obtain prizes and rewards.

## Standards Assessed

* **08.01** Describe and perform email capabilities and functions (e.g., create, send, & forward messages, organize email folders, manage signature and automated messages, configure message sensitivity, security, and delivery options).
* **08.02** Perform email activities (e.g., attach external files, save e-mail attachments, view mailbox details, schedule appointments, create contact groups).
* **08.03** Demonstrate an understanding of the ethical issues associated with electronic correspondences (e.g., employer’s ownership of email, public access of government email, appropriate uses in the workplace, phishing attacks, permanence of electronic communications on the internet).

## Teacher Notes

Teachers can use whatever email software is available for the students. Provide each student with one or two Bingo cards which can be purchased or downloaded from classroom game websites. Create a Bingo Master Call List.

How to Play:

* Select Bingo patterns for the game. Suggestion: limit it to 7 patterns, however, you can use as many as you want to keep the game going.
* Each day, draw a number (two numbers will make the game go faster) and mark the number(s) drawn on the Bingo Master Call List. Email the number(s) to the students.
* When the students get one of the numbers on their cards, have them use a highlighter to highlight the box.
* Once they have Bingo in a certain pattern, they can either tell you during class or via email. Mark the design/pattern off the Bingo Master Call List. Keep an updated list to email the students as to which patterns you are still looking for them to Bingo,
* Once a particular game (set of patterns is over), you can begin a new round.

Prizes:

* For the regular Bingo patterns, you can give pencils, trinkets, candy, etc.
* For the Coverall pattern, consider a prize such as a No Homework Pass, Drop One Grade, $5 gift card, etc.

## Estimated Student Completion Time

* 5 minutes to complete the activity at the beginning of class

## Activity Rubric

Consider evaluating the student’s work based on measures of quality. For example, with a maximum of 4 Points Possible, the following could be applied to the activity:

* **1 Point Earned** = ***Needs Improvement*** (the student work did not meet more than 50% of the requirements and did not follow instructions)
* **2 Points Earned** = ***Developing*** (the student met between 50% and 75% of the requirements and generally followed the instructions)
* **3 Points Earned** = ***Sufficient*** (the student met between 75% and 90% of the requirements and clearly followed instructions)
* **4 Points Earned** = ***Above Average*** (the student met > 90% of the requirements and followed all instructions)

# Activity: Daily Email Bingo

**Student Instructions**: Your teacher will provide you with Bingo cards. Each day two numbers will be revealed via email. Be sure to mark/highlight your Bingo cards appropriately.

When you get one complete row of letters marked/highlighted let your teacher know to claim your prize!