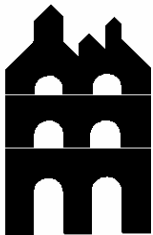


The Mercer Museum's Simple Machine Bingo Activity – Instructions and Materials

Materials and supplies required: Bingo cards (ten different ready-to-photocopy cards provided with pre- and post-visit packet, featuring simple machines in the Mercer Museum collection), call sheet with images (provided), colored markers or “chips” to use with bingo cards (the latter could be dried beans, pasta, or similar plentiful and inexpensive material)

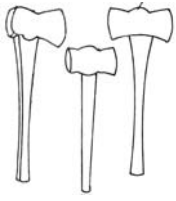
Procedure:

- Students may work in groups of two or individually. Note that some students will have identical game cards. Thus, there is likely to be more than one “winner” as the names of the pictured tools or types of simple machines are called.
- Distribute cards and markers/chips to students. Tell them that they can put one marker in the “free space” (Mercer Museum logo)
- Depending on what your students may remember from their museum visit, and the degree to which they have mastered the six simple machines, you can play the game in one of three ways. First, you can call out the names of the pictured objects, along with the type of simple machine they represent, e.g. “Cider Press/Screw.” Students then must find the image of the Cider Press, and correctly place their marker on that space. The first student to get five in a row (across, up and down or diagonal) wins.
- An easier version of the above is for the teacher to call out the name of the pictured object and the type of simple machine it represents, plus show a picture of the machine. Overhead transparencies could be made from the images on the cards and used in the classroom for this purpose. Most of these images are also available from the Mercer Museum’s publication, *Tools and Trades*, available for purchase (\$9.95) in the museum shop.
- A third way to play is for the teacher simply to call out a particular type of simple machine, e.g. “levers.” Students would then place their markers on all those spaces that they think show levers. Then you can move on to a second simple machine type and repeat the process until someone gets five in a row.

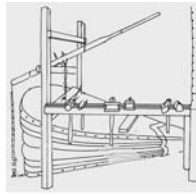


Mercer Museum Education Department
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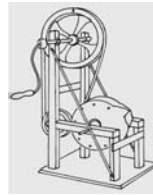
SIMPLE MACHINES BINGO CALL SHEET



Axes
(Wedges)



Bellows
(Lever)



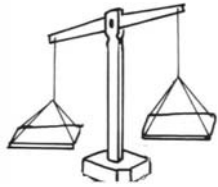
Blacksmith's Blower
(Wheel/Axle)



Block & Tackle
(Pulley)



Buggy
(Wheel/Axle)



Balance Scale
(Lever)



Candy Mixer
(Wheel/Axle, Gears)



Charcoal Burner's Ladder
(Inclined Plane)



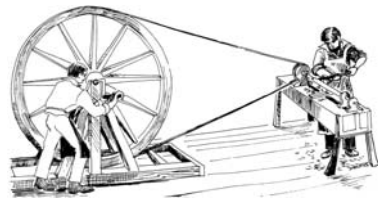
Cider Press
(Screw)



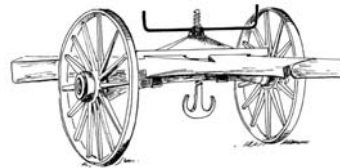
Froe & Froe Club
(Wedge)



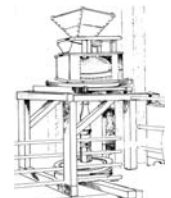
Grain Quern
(Lever)



Great Wheel Lathe
(Wheel)



Log Wheels
(Screw)



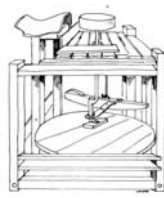
Grist Mill
(Wheel/Axle)



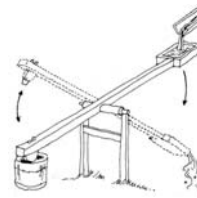
Pit Saw
(Inclined Plane)



Plow Weathervane
(Wedge)



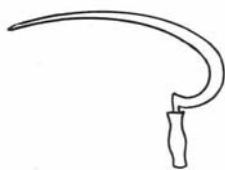
Potter's Wheel
(Wheel/Axle)



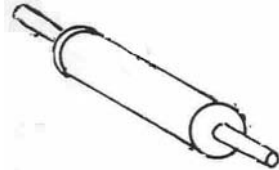
Pounding Mill
(Lever)



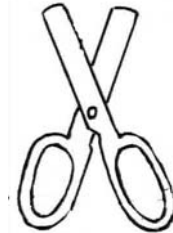
Pulley Block
(Pulley)



Reaping Hook
(Wedge)



Rolling Pin
(Wheel/Axle)



Scissors/Shears
(Levers/Wedge)



Screw Auger
(Screw)



Clamp
(Screw)



Shovel
(Lever)



Spinning Wheel
(Wheel/Axle, Pulley)



Wagon Jack
(Lever)



Well Sweep
(Lever)



Whaleboat and Oarsmen
(Levers)



Wheelbarrow
(Lever)