



Project OspreyTrack

A project of the Squam Lakes Natural Science Center funded by:
3M Eco Grant, Eversource, and Jane B. Cook 1983 Charitable Trust

E3 – Osprey Lotto

Teacher Notes

Introduction

Lotto is a game played by a whole class. It works a bit like “Bingo”, but the difference is that the numbers relate to the answer to a question.

It is a popular wind-up to a lesson, particularly if some simple prizes are on offer for the winner of each game.

Run the game as follows:

Getting Started

1. Give an Osprey lotto sheet to each player of the game
2. In the Game 1 grid...

Pupils shade in 6 blank squares with NO MORE than two blanks in any horizontal or vertical line. The remaining squares are filled with the numbers 1-19. Do this in number order but placed randomly.

(With a young or limited ability group this does take some time and help, however it is the only way for each player to have a unique card.)

Repeat filling in for Game 2, Game 3, and Game 4, so each of the four games is filled in uniquely. Once all grids are completed the first Game can begin.

Example Game Grid

Pupils make one grid for each of the four games on the worksheet.

10	16		12	6
18		1	5	17
11	3		4	13
	19	2	15	7
9	14	8		



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Game 1

The teacher will need to prepare one question for each of the numbered words. The question style and complexity can be based on the pupil ability and knowledge they have on this subject.

3. The teacher begins by randomly asking the whole class a question, the answer to which is one of the numbered words.

Pupils decide which number is the correct answer. The teacher will need to decide and make clear in advance if this is done silently and secretly, or if the class will first all agree on the answer. (Over the years of playing this game I have found that agreeing an answer ensures the group learn the right answer and fill the grid correctly! Done silently often may produce incorrect answers!)

4. The pupil finds the number of the correct answer on the Game 1 grid and puts a X through it.

5. The second question is then asked, the answer found, and this number has a X put through it on the Game 1 grid.

6. This is repeated for a new question each time.

The Winner

Tip; The teacher should record the answer numbers used to check the winner’s card is correct.

7. A winner is the pupil with a horizontal OR vertical line with all numbers crossed. Blanks are also counted as a crossed number.

The first pupil to get a horizontal or vertical line shouts “OSPREY LOTTO” and is the winner!

8. A new game can then begin using the Game 2 grid.

10	16		17	18
18		1	5	19
20	21		22	13
	23	2	15	24
25	26	8		



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Student Worksheet

Game 1

Game 2

Game 3

Game 4
