

Frankenstein BINGO!

Instructions:

Step One: You've already produced the BINGO cards for the game. The moderator holds 60 quotations from Mary Shelley's *Frankenstein*.

Step Two: Assemble into teams. Make sure you all have the same BINGO cards. Name your team.

Step Three: When the moderator reads a quotation, work with your team to determine if you can use it to help you fill your bingo card. Determine if it represents a theme that appears across the top row of your card. If so, then determine which other element of fiction it represents. For example, a quotation that describes the appearance of M. Krempe and the ways in which that appearance led Victor to judge him would describe the theme of APPEARANCE and the element of CHARACTERIZATION. This constitutes a "match."

Step Four: If you have a "match," write the number of the quotation in the box where the appropriate column and row meet. Get all of one column, all of one row, or an entire diagonal in either direction, and YOU'VE GOT A BINGO! Call it out!

Step Five: Defend your readings of the quotations to the rest of the class. If they don't agree that quotation 11A falls into the categories you've assigned it, your team will have to start over from scratch. If they do agree with your readings, YOUR ENTIRE TEAM EARNS 10 EXTRA CREDIT POINTS.

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