Binge-Watching Bingo

Practice identifying literary terms while binge-watching your favorite shows. Fill in five in a row for bingo!

Rules of the Game

1. Choose a show to binge watch.
2. Choose a board to use. If playing with others, choose different boards.
3. Fill in the free space on your bingo board with the title of the show you're watching.
4. Keep your eyes and ears open for examples of each literary term as you watch. (Check the last page if you need a refresher on the literary terms.)
5. When you find an example of a literary term, jot down a quick note about the evidence from the show to claim the square.
6. If there is more than one entry for the same term on your board, choose a different example for each one.
7. If you fill five squares across, down, or diagonally with evidence, say "Bingo!"

Game Options

- Play by yourself to see how many episodes you have to watch to get bingo.
- Have a watch party with your classmates to see who gets to bingo first.
- Share a game with your family at home.
- If the board is filling up too quickly, or you like a challenge, play for a full board.

Binge-Watching Bingo!   Board #1

Simile	Hyperbole	Metaphor	Dramatic Irony	Theme
Character Archetype: Hero	Setting	Symbolism	Character Archetype: Caregiver	External Conflict
Verbal Irony	External Conflict	**Free!** Show Title:	Mood	Character Archetype: Villain
Foreshadowing	Plot Twist	Situational Irony	Metaphor	Chain of Events
Character Archetype: Rebel	Internal Conflict	Character Archetype: Sage	Flashback	Setting

Binge-Watching Bingo! Board #2

Theme	Character Archetype: Villain	Metaphor	Situational Irony	Simile
External Conflict	Mood	Flashback	Character Archetype: Rebel	Chain of Events
Internal Conflict	Foreshadowing	Free! Show Title:	Setting	Hyperbole
Character Archetype: Hero	Character Archetype: Sage	Dramatic Irony	Plot Twist	External Conflict
Character Archetype: Caregiver	Verbal Irony	Setting	Symbolism	Metaphor

Binge-Watching Bingo!   Board #3

Plot Twist	Symbolism	Situational Irony	Metaphor	Character Archetype: Caregiver
External Conflict	Setting	Hyperbole	Character Archetype: Rebel	Character Archetype: Hero
Setting	Character Archetype: Sage	**Free!** Show Title:	Internal Conflict	Flashback
Verbal Irony	Simile	Metaphor	Dramatic Irony	Foreshadowing
Theme	Mood	External Conflict	Character Archetype: Villain	Chain of Events

Binge-Watching Bingo!   Board #4

Setting	Symbolism	External Conflict	Character Archetype: Hero	Simile
Verbal Irony	Theme	Hyperbole	Character Archetype: Caregiver	Character Archetype: Rebel
Dramatic Irony	Chain of Events	**Free!** Show Title:	Character Archetype: Villain	Mood
Foreshadowing	Internal Conflict	Flashback	Setting	External Conflict
Metaphor	Situational Irony	Plot Twist	Character Archetype: Sage	Metaphor

Literary Terms

Review these terms before you watch for examples.

Term/Definition	Examples
Chain of Events When one event causes another, which causes another, and so on, in a sequence	One character makes a mistake, which causes another character to tell a lie to cover for the mistake, which causes the second character to get into trouble.
Character A person, animal, or imaginary creature that participates in the action of the story	In a story that takes place at school, the characters, are likely students and teachers.
Character Archetype A typical example of a person who represents a universal pattern of human nature	Examples of archetypes include hero, villain, rebel, caregiver, ruler, innocent, and sage, or advisor.
Dramatic Irony When you know what is going to happen to a fictional character, but he or she doesn't know	In a story about a famous ship, though the passengers are enjoying themselves, the audience knows that the ship is going to sink.
External Conflict A struggle between opposing forces (between characters, between a character and nature or society, or with nature)	A character is being bullied by a group of older students.
Flashback An account of events that happened before the beginning of a story, or at an earlier point	A character might reflect on an event that happened when they were younger to help you understand their current struggles.
Foreshadowing Hints about things that will happen later on.	A storm begins, and hints that a difficult event is about to take place.
Hyperbole Exaggeration, or representing something as greater or more than it is	A character might say, "The lion must have been fifty feet tall!"
Internal Conflict A struggle within a character's mind	A character has to choose between doing what he knows is right and doing what he thinks will be popular.

Metaphor A comparison that does not include the word *like* or *as*	A character might say "You have a heart of gold!"
Mood The feeling or atmosphere created by the setting, plot events, and characters' behavior	A gathering that takes place in a lonely cabin in the woods on a dark and stormy night might have an eerie mood.
Plot Twist A surprising change in the direction of the plot	A character believes his rival is to blame for difficult events, but in the end, the audience learns it was his jealous best friend.
Setting Where a story or event takes place	Examples of settings might include a high school gymnasium, a character's home, a submarine, or outer space.
Simile A comparison using *like* or *as*	A character might say, "That explanation was clear as mud."
Situational Irony When the outcome of a situation is the opposite of what you had good reason to believe would happen	A man runs outside to warn some children about the dangerous ice, and then slips on the icy sidewalk, breaking his leg.
Symbolism An object that represents more than it is	A rainbow appears in the sky to represent the end of difficult times.
Theme The main message about life that	There are great strengths inside all of us.
Verbal Irony When what is said differs from what is meant	One character suggests a dangerous action and another character might say "That sounds safe."