

More on “Randomness Strategies”

This is another randomness strategy, similar to [RW8.7](#) (click), “Dartboard Randomness”. With BINGO, you’ll purchase a low-cost Bingo cage & balls:



Then create a chart attaching students’ *names*, *Instruments*, or *Sections* to the numbered balls. Bingo uses 75 balls, so if you have an ensemble of seventy-five-or-fewer students, each student could have a dedicated number.

Finally, attach a *task** to the activity (*perform a *scale-of-the-week*; a Play-off excerpt; a Rhythm challenge, etc.). Example: when Ball *B-14* emerges, the “owner” of #14 completes the task.

Note: with your students’ unique personalities in mind, I recommend allowing your own version of *optional participation* for these activities. For some students, a mandatory moment of unwanted attention can be pure terror! “*I pass*” can be an accepted response, especially if it gives another student a desired moment of opportunity. You’ll work it out. 😊

Tap into your creativity! ~ Consider designing your classroom’s *randomness activities* based on a Carnival Wheel, other carnival games (e.g. PingPong ball toss; penny-pitch; Plinko; etc.), or even a technological/App solution like a random-name generator, online Wheel-of-Fortune, or other suggestions found in my book. Search *random picker* online.

THIS example, “Bingo” is fun for Jazz Ensembles. Notice there’s also a built-in incentive (see #75). *Have FUN motivating your students’ growth!*

BINGO FOR JAZZ-O

Alto I	1-4	Trombone II	41-44
Alto II	5-8	Trombone III	45-48
Tenor I	9-12	<u>RHYTHM SECTION</u>	49-52
Tenor II	13-16	Bass	53-56
Bari Sax	17-20	Guitar	57-60
Trumpet I	21-24	Piano	62-64
Trumpet II	25-28	Vibes	65-68
Trumpet III	29-32	Drums	69-72
Trumpet IV	33-36	All LEADS	73-74
Trombone I	37-40	<i>FREE PIZZA!</i>	75