

# Literary Bingo

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## Safety First!

Before you print all your bingo cards, please print a test page to check they come out the right size and color. Your bingo cards start on Page 3 of this PDF.

If your bingo cards have words then please check the spelling carefully.

If you need to make any changes go to [mfbc.us/e/p7g9c](https://mfbc.us/e/p7g9c)

## Play

Once you've checked they are printing correctly, print off your bingo cards and start playing! On the next page you will find the "Bingo Caller's Card" - this is used to call the bingo and keep track of which words have been called. Your bingo cards start on Page 3.

## Virtual Bingo

Please do not try to split this PDF into individual bingo cards to send out to players. We have tools on our site to send out links to individual bingo cards. For help go to [myfreebingocards.com/virtual-bingo](https://myfreebingocards.com/virtual-bingo).

## Help

If you're having trouble printing your bingo cards or using the bingo card generator then please go to <https://myfreebingocards.com/fag> where you will find solutions to most common problems.

## Share

[Pin these bingo cards](#) on Pinterest, [share on Facebook](#), or post this link: [mfbc.us/s/p7g9c](https://mfbc.us/s/p7g9c)

## Edit and Create

To add more words or make changes to this set of bingo cards go to [mfbc.us/e/p7g9c](https://mfbc.us/e/p7g9c)

Go to [myfreebingocards.com/bingo-card-generator](https://myfreebingocards.com/bingo-card-generator) to create a new set of bingo cards.

## Legal

The terms of use for these printable bingo cards can be found at [myfreebingocards.com/terms](https://myfreebingocards.com/terms).

## Have Fun!

If you have any feedback or suggestions, drop us an email on [hello@myfreebingocards.com](mailto:hello@myfreebingocards.com).

# Bingo Caller's Card

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

<b>Drama</b>	<b>Play Wright</b>	<b>Stage Directions</b>	<b>Dialogue</b>	<b>poem</b>	<b>speaker</b>	<b>stanza</b>
<b>rhyme scheme</b>	<b>figurative language</b>	<b>metaphor</b>	<b>simile</b>	<small>personification</small>	<b>hyperbole</b>	<b>extended metaphor</b>
<b>idiom</b>	<small>onomatopoeia</small>	<b>dialect</b>	<b>repetition</b>	<b>imagery</b>	<b>sensory details</b>	<b>irony graphic elements</b>
<b>aphorism</b>	<b>factual claim</b>	<small>common place assertion/assertion</small>	<b>rhetorical questions</b>	<b>theme</b>	<b>symbolism</b>	<b>setting</b>
<b>connotation</b>	<b>1st person point of view</b>	<b>3rd person point of view</b>	<b>3rd person limited point of view</b>	<b>3rd person omniscient point of view</b>	<b>subjective point of view</b>	<b>objective point of view</b>
<b>author's purpose</b>	<b>exposition</b>	<b>rising action</b>	<b>climax</b>	<b>falling action</b>	<small>resolution/denouement</small>	<b>mood</b>
<b>tone</b>						

# Literary Bingo

<b>figurative language</b>	<b>3rd person omniscient point of view</b>	<b>onomatopoeia</b>	<b>Drama</b>	<b>resolution/denouement</b>
<b>connotation</b>	<b>extended metaphor</b>	<b>climax</b>	<b>personification</b>	<b>symbolism</b>
<b>tone</b>	<b>repetition</b>	<b>FREE SPACE</b>	<b>hyperbole</b>	<b>exposition</b>
<b>factual claim</b>	<b>Dialogue</b>	<b>stanza</b>	<b>idiom</b>	<b>Play Wright</b>
<b>3rd person limited point of view</b>	<b>irony graphic elements</b>	<b>poem</b>	<b>speaker</b>	<b>aphorism</b>

# Literary Bingo

hyperbole	dialect	objective point of view	factual claim	theme
figurative language	rhetorical questions	aphorism	climax	speaker
sensory details	personification	FREE SPACE	stanza	Play Wright
Drama	falling action	rising action	idiom	subjective point of view
metaphor	symbolism	repetition	rhyme scheme	onomatopoeia

# Literary Bingo

<b>poem</b>	hyperbole	<b>falling action</b>	exposition	personification
repetition	<b>author's purpose</b>	resolution/denouement	<b>simile</b>	common place assertion/assertion
onomatopoeia	<b>rising action</b>	<b>FREE SPACE</b>	objective point of view	<b>imagery</b>
<b>Drama</b>	<b>Play Wright</b>	<b>stanza</b>	irony graphic elements	3rd person omniscient point of view
<b>mood</b>	<b>dialect</b>	figurative language	3rd person limited point of view	<b>Stage Directions</b>

# Literary Bingo

irony graphic elements	<b>simile</b>	rhyme scheme	<b>poem</b>	<b>stanza</b>
<b>idiom</b>	connotation	personification	<b>Dialogue</b>	<b>dialect</b>
exposition	objective point of view	<b>FREE SPACE</b>	3rd person limited point of view	rhetorical questions
extended metaphor	symbolism	metaphor	<b>rising action</b>	sensory details
<b>falling action</b>	figurative language	hyperbole	<b>Play Wright</b>	<b>mood</b>



# Literary Bingo

<b>Dialogue</b>	<b>irony graphic elements</b>	<b>connotation</b>	<b>1st person point of view</b>	<b>Play Wright</b>
<b>sensory details</b>	<b>personification</b>	<b>repetition</b>	<b>speaker</b>	<b>setting</b>
<b>stanza</b>	<b>aphorism</b>	<b>FREE SPACE</b>	<b>hyperbole</b>	<b>factual claim</b>
<b>3rd person limited point of view</b>	<b>imagery</b>	<b>3rd person omniscient point of view</b>	<b>mood</b>	<b>rhyme scheme</b>
<b>climax</b>	<b>common place assertion/assertion</b>	<b>metaphor</b>	<b>3rd person point of view</b>	<b>Drama</b>

# Literary Bingo

setting	3rd person omniscient point of view	connotation	poem	rhetorical questions
figurative language	Drama	mood	3rd person point of view	resolution/denouement
Play Wright	repetition	FREE SPACE	subjective point of view	factual claim
hyperbole	dialect	exposition	1st person point of view	speaker
stanza	rising action	tone	common place assertion/assertion	personification



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<b>3rd person point of view</b>	<b>metaphor</b>	<b>extended metaphor</b>	<b>idiom</b>	<b>tone</b>
<b>symbolism</b>	<b>poem</b>	<b>mood</b>	<b>repetition</b>	<b>setting</b>
<b>rhyme scheme</b>	<b>hyperbole</b>	<b>FREE SPACE</b>	<b>factual claim</b>	<b>Stage Directions</b>
<b>rising action</b>	<b>resolution/denouement</b>	<b>onomatopoeia</b>	<b>Drama</b>	<b>common place assertion/assertion</b>
<b>simile</b>	<b>falling action</b>	<b>climax</b>	<b>3rd person limited point of view</b>	<b>exposition</b>

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symbolism	figurative language	metaphor	climax	theme
resolution/denouement	aphorism	rising action	1st person point of view	simile
3rd person point of view	speaker	FREE SPACE	3rd person limited point of view	irony graphic elements
stanza	rhetorical questions	personification	connotation	objective point of view
subjective point of view	Dialogue	setting	poem	tone

# Literary Bingo

rheto <b>rical</b> questions	aphorism	sen <b>sory</b> details	obje <b>ctive</b> point of view	dia <b>lect</b>
author's purpose	se <b>tt</b> ing	resolution/denouement	personification	subjective point of view
3rd person limited point of view	idi <b>om</b>	<b>FREE</b> <b>SPACE</b>	<b>Drama</b>	<b>Dialogue</b>
common place assertion/assertion	connotation	stan <b>za</b>	ris <b>ing</b> action	fall <b>ing</b> action
figu <b>rative</b> language	exposition	metaphor	onomatopoeia	<b>Play</b> <b>Wright</b>

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<b>sensory details</b>	<b>extended metaphor</b>	<b>irony graphic elements</b>	<b>idiom</b>	<b>3rd person omniscient point of view</b>
<b>objective point of view</b>	<b>rising action</b>	<b>factual claim</b>	<b>poem</b>	<b>3rd person point of view</b>
<b>Stage Directions</b>	<b>speaker</b>	<b>FREE SPACE</b>	<b>Play Wright</b>	<b>3rd person limited point of view</b>
<b>personification</b>	<b>1st person point of view</b>	<b>onomatopoeia</b>	<b>dialect</b>	<b>symbolism</b>
<b>subjective point of view</b>	<b>mood</b>	<b>author's purpose</b>	<b>hyperbole</b>	<b>figurative language</b>

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<b>imagery</b>	<b>3rd person omniscient point of view</b>	<b>subjective point of view</b>	<b>rhetorical questions</b>	<b>theme</b>
<b>stanza</b>	<b>sensory details</b>	<b>resolution/denouement</b>	<b>figurative language</b>	<b>3rd person limited point of view</b>
<b>tone</b>	<b>speaker</b>	<b>FREE SPACE</b>	<b>Drama</b>	<b>exposition</b>
<b>rising action</b>	<b>aphorism</b>	<b>poem</b>	<b>dialect</b>	<b>Stage Directions</b>
<b>repetition</b>	<b>hyperbole</b>	<b>connotation</b>	<b>mood</b>	<b>common place assertion/assertion</b>



# Literary Bingo

exposition	Stage Directions	factual claim	3rd person omniscient point of view	Play Wright
author's purpose	dialect	climax	theme	symbolism
simile	personification	FREE SPACE	speaker	resolution/denouement
setting	common place assertion/assertion	Drama	imagery	3rd person limited point of view
hyperbole	mood	stanza	metaphor	subjective point of view



# Literary Bingo

hyperbole	theme	simile	dialect	Dialogue
aphorism	author's purpose	mood	setting	3rd person point of view
Drama	objective point of view	FREE SPACE	resolution/denouement	metaphor
exposition	factual claim	rhetorical questions	figurative language	idiom
tone	stanza	Play Wright	rhyme scheme	Stage Directions

# Literary Bingo

<b>author's purpose</b>	<b>subjective point of view</b>	<b>symbolism</b>	<b>Dialogue</b>	<b>mood</b>
<b>poem</b>	<b>common place assertion/assertion</b>	<b>dialect</b>	<b>3rd person point of view</b>	<b>rhetorical questions</b>
<b>hyperbole</b>	<b>sensory details</b>	<b>FREE SPACE</b>	<b>exposition</b>	<b>climax</b>
<b>falling action</b>	<b>speaker</b>	<b>rising action</b>	<b>Play Wright</b>	<b>imagery</b>
<b>onomatopoeia</b>	<b>simile</b>	<b>1st person point of view</b>	<b>factual claim</b>	<b>connotation</b>

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<b>rising action</b>	Stage Directions	aphorism	<b>stanza</b>	connotation
<b>falling action</b>	3rd person omniscient point of view	<b>factual claim</b>	<b>dialect</b>	irony graphic elements
<b>poem</b>	rhyme scheme	<b>FREE SPACE</b>	3rd person limited point of view	exposition
<b>Drama</b>	<b>idiom</b>	Dialogue	<b>theme</b>	personification
<b>climax</b>	figurative language	hyperbole	<b>mood</b>	resolution/denouement

# Literary Bingo

3rd person limited point of view	exposition	common place assertion/assertion	metaphor	speaker
<b>Play Wright</b>	<b>simile</b>	objective point of view	imagery	irony graphic elements
subjective point of view	sensory details	<b>FREE SPACE</b>	repetition	<b>poem</b>
symbolism	<b>theme</b>	hyperbole	onomatopoeia	<b>rhyme scheme</b>
<b>mood</b>	<b>tone</b>	dialect	1st person point of view	<b>falling action</b>

# Literary Bingo

<b>sensory details</b>	connotation	exposition	<b>rhyme scheme</b>	metaphor
resolution/denouement	<b>mood</b>	<b>Drama</b>	<b>Dialogue</b>	rhetorical questions
<b>simile</b>	Stage Directions	<b>FREE SPACE</b>	3rd person omniscient point of view	<b>idiom</b>
<b>author's purpose</b>	aphorism	<b>poem</b>	1st person point of view	<b>dialect</b>
<b>climax</b>	common place assertion/assertion	<b>factual claim</b>	symbolism	onomatopoeia



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<b>tone</b>	common place assertion/assertion	3rd person omniscient point of view	<b>stanza</b>	<b>theme</b>
<b>setting</b>	1st person point of view	symbolism	hyperbole	<b>dialect</b>
<b>simile</b>	Dialogue	<b>FREE SPACE</b>	figurative language	rhetorical questions
exposition	extended metaphor	<b>speaker</b>	<b>falling action</b>	connotation
<b>rising action</b>	subjective point of view	irony graphic elements	<b>author's purpose</b>	aphorism



# Literary Bingo

stanza	objective point of view	Play Wright	climax	3rd person point of view
author's purpose	common place assertion/assertion	mood	aphorism	rhyme scheme
Dialogue	poem	FREE SPACE	extended metaphor	rhetorical questions
subjective point of view	dialect	falling action	sensory details	figurative language
onomatopoeia	metaphor	factual claim	idiom	Drama

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<b>Play Wright</b>	repetition	dialect	idiom	subjective point of view
exposition	1st person point of view	<b>factual claim</b>	personification	extended metaphor
Stage Directions	<b>mood</b>	<b>FREE SPACE</b>	connotation	3rd person omniscient point of view
<b>rising action</b>	<b>simile</b>	setting	speaker	onomatopoeia
resolution/denouement	<b>imagery</b>	aphorism	hyperbole	<b>theme</b>

# Literary Bingo

<b>poem</b>	<b>idiom</b>	extended metaphor	Stage Directions	exposition
<b>simile</b>	rhyme scheme	<b>falling action</b>	figurative language	<b>theme</b>
connotation	irony graphic elements	<b>FREE SPACE</b>	Dialogue	onomatopoeia
objective point of view	<b>sensory details</b>	3rd person limited point of view	<b>Drama</b>	symbolism
3rd person point of view	<b>rising action</b>	metaphor	<b>mood</b>	author's purpose

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<b>tone</b>	common place assertion/assertion	<b>theme</b>	<b>setting</b>	<b>rhyme scheme</b>
<b>1st person point of view</b>	<b>Dialogue</b>	symbolism	<b>author's purpose</b>	connotation
extended metaphor	<b>factual claim</b>	<b>FREE SPACE</b>	3rd person omniscient point of view	3rd person limited point of view
aphorism	<b>stanza</b>	subjective point of view	metaphor	hyperbole
objective point of view	imagery	figurative language	<b>climax</b>	3rd person point of view

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<b>stanza</b>	<b>author's purpose</b>	<b>climax</b>	<b>1st person point of view</b>	<b>factual claim</b>
<b>3rd person point of view</b>	onomatopoeia	<b>sensory details</b>	<b>idiom</b>	<b>metaphor</b>
<b>falling action</b>	<b>tone</b>	<b>FREE SPACE</b>	<b>irony graphic elements</b>	<b>aphorism</b>
<b>hyperbole</b>	resolution/denouement	common place assertion/assertion	<b>repetition</b>	<b>simile</b>
<b>subjective point of view</b>	<b>poem</b>	<b>symbolism</b>	<b>Stage Directions</b>	<b>Play Wright</b>



# Literary Bingo

<b>Play Wright</b>	<b>imagery</b>	<b>falling action</b>	<b>3rd person omniscient point of view</b>	<b>simile</b>
<b>exposition</b>	<b>extended metaphor</b>	<b>symbolism</b>	<b>setting</b>	<b>repetition</b>
<b>climax</b>	<b>onomatopoeia</b>	<b>FREE SPACE</b>	<b>rhyme scheme</b>	<b>theme</b>
<b>mood</b>	<b>connotation</b>	<b>irony graphic elements</b>	<b>tone</b>	<b>dialect</b>
<b>Dialogue</b>	<b>Stage Directions</b>	<b>sensory details</b>	<b>factual claim</b>	<b>common place assertion/assertion</b>



# Literary Bingo

<b>falling action</b>	<b>theme</b>	subjective point of view	<b>rhyme scheme</b>	<b>dialect</b>
<b>stanza</b>	onomatopoeia	irony graphic elements	<b>Dialogue</b>	<b>rising action</b>
<b>tone</b>	3rd person point of view	<b>FREE SPACE</b>	aphorism	common place assertion/assertion
<b>poem</b>	<b>simile</b>	1st person point of view	<b>author's purpose</b>	metaphor
personification	<b>repetition</b>	<b>climax</b>	objective point of view	exposition

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<b>1st person point of view</b>	<b>author's purpose</b>	<b>subjective point of view</b>	<b>rhetorical questions</b>	<b>Stage Directions</b>
<b>hyperbole</b>	<b>Play Wright</b>	<b>metaphor</b>	<b>common place assertion/assertion</b>	<b>3rd person limited point of view</b>
<b>climax</b>	<b>rising action</b>	<b>FREE SPACE</b>	<b>rhyme scheme</b>	<b>idiom</b>
<b>Dialogue</b>	<b>objective point of view</b>	<b>simile</b>	<b>factual claim</b>	<b>repetition</b>
<b>setting</b>	<b>connotation</b>	<b>3rd person point of view</b>	<b>imagery</b>	<b>falling action</b>

# Literary Bingo

<b>tone</b>	Stage Directions	metaphor	connotation	<b>dialect</b>
<b>stanza</b>	repetition	onomatopoeia	irony graphic elements	<b>poem</b>
<b>mood</b>	3rd person limited point of view	<b>FREE SPACE</b>	<b>idiom</b>	1st person point of view
<b>imagery</b>	personification	<b>Dialogue</b>	<b>falling action</b>	<b>rhyme scheme</b>
common place assertion/assertion	<b>3rd person point of view</b>	resolution/denouement	<b>setting</b>	<b>objective point of view</b>

# Literary Bingo

<b>tone</b>	figurative language	metaphor	<b>climax</b>	onomatopoeia
resolution/denouement	<b>Play Wright</b>	sensory details	<b>factual claim</b>	repetition
rhyme scheme	<b>simile</b>	<b>FREE SPACE</b>	objective point of view	subjective point of view
<b>rising action</b>	irony graphic elements	<b>idiom</b>	imagery	1st person point of view
personification	<b>setting</b>	symbolism	3rd person point of view	hyperbole

# Literary Bingo

repetition	subjective point of view	climax	objective point of view	3rd person omniscient point of view
rising action	imagery	stanza	onomatopoeia	speaker
resolution/denouement	poem	FREE SPACE	1st person point of view	Stage Directions
Dialogue	tone	3rd person limited point of view	simile	sensory details
common place assertion/assertion	3rd person point of view	aphorism	personification	dialect



# Literary Bingo

subjective point of view	Stage Directions	extended metaphor	3rd person limited point of view	<b>Play Wright</b>
onomatopoeia	<b>Drama</b>	<b>idiom</b>	speaker	irony graphic elements
exposition	<b>rising action</b>	<b>FREE SPACE</b>	setting	<b>climax</b>
metaphor	<b>theme</b>	personification	rhetorical questions	figurative language
<b>dialect</b>	connotation	<b>Dialogue</b>	rhyme scheme	<b>poem</b>