

The Big 3 (TB3) Community Bingo

Jeffco Public Schools

Wheat Ridge, CO



COLORADO
Department of Education

The idea for The Big Three (TB3) Community Bingo began with a desire to help Wheat Ridge families know the three big learning goals their child was expected to achieve by the end of the school year. The goal was to create an activity for families to do together around TB3 learning, while creating a sense of belonging in both the school and the community.

TB3 Community Bingo was centered around the idea that strong communities make strong schools. The Family Engagement Liaisons (FELs) from three Wheat Ridge elementary schools and the middle school came up with the idea. They collaborated with the [Wheat Ridge Coalition](#), as well as the Wheat Ridge Chamber of Commerce to help spread the word and secure the participation of eight local businesses and organizations, who were able to participate for a small donation. The donation went to the community celebration at the end of the program.

Bingo sheets were created by the FEL team based on learning objectives and sent home to families at the beginning of April. They had one month to complete the bingo. Five of the spaces on the bingo sheet were ‘Community Challenge’ spaces. These were spaces where the families chose a community partner to visit, completed the challenge, and received a sticker for that spot on their bingo card. Each participating ‘Community Challenge’ business and organization had a TB3 poster in their window. The poster had a QR code that led to a specific form for that business location. Questions on the form were grade-level appropriate based on learning goals. The student then went into the business or organization and gave the answer verbally to receive a sticker for their bingo sheet.

There was no cost for families for any of the TB3 Community Bingo activities and some activities were available along the bus line. There was one way to get bingo that did not require completing a community challenge. A completed bingo sheet meant a free entrance ticket to the community celebration. The celebration in 2024 was a Ninja Nation course set up in a central location in the community. As an extra challenge, if a student completed all five community challenge squares, they also received a Fast Pass, so they didn’t have to wait in line for the Ninja Nation course.

After the event, an evaluation survey was sent to all participating families. A separate form was sent to participating businesses and organizations. Approximately 100 families participated in TB3 Community Bingo. Ideas for next year include increasing the number of families who participate, communicating about and increasing excitement for the project before it starts, ensuring all the community partners are visited on a more equal basis, and better maximizing the content to align with grade level goals.

To replicate this practice, visit potential partners in person to start to form a relationship and to see the business location. Be flexible with the needs of the community partners. Make sure all materials are consistent, professional, and translated.