

Use this page to cut out each symbol. To play, first give each player (except the caller) a different Bingo board and a pile of dried beans, pennies, or other game board markers. The caller draws the symbols from a cup or bowl one at a time and tells or shows the players what they drew. Players mark the selected symbols with their beans or pennies. When a player has five symbols marked in a row, they call out "Bingo!" and win! Alternatively, the boards can be laminated to mark with dry-erase markers instead of beans.

Fortissimo	Sharp	Repeat sign	Quarter rest	4/4 Time Signature
ff	#	•	*	44
Very loud	Raises note one-half step	Repeat a selection of music	One beat of silence	Four beats per measure
Quarter note	Mezzo piano	Fine	Flat sign	Double bar line
	mp	fine	b	
One beat	Medium soft	The end, when in the middle of a piece	Lowers note one-half step	The end
Fermata	Whole note	Crescendo	Natural -	Octave symbol
	O	cresc.		8 <i>va</i>
Hold note longer than usual	Hold for four beats	Gradually louder	Cancels a previous sharp or flat	Play an octave higher or lower than written
Diminvendo	Sixteenth rest	Bass clef	Pianissimo	Eighth note
	7	9:	pp	
Gradually softer	Replaces one sixteenth note	Low notes	Very soft	1/2 beat
Four sixteenth notes	Eighth rest	Treble clef	Crescendo	
, included the second s	7			
1/4 beat each	Replaces one eighth note	High notes	Gradually louder	

ff		*	b	#
		•	fine	7
44	9:	FREE	0	$\overline{}$
	cresc.	mp		
4	7	8 ^{va}		pp

8va	fine	#	9:	
	4	ff	b	44
	7	FREE	mp	•
*	pp	0		
	cresc.	7		

	>		7	
44	þ	8va		pp
0		FREE		•
7	#	ff		
fine		9:	mp	cresc.

fine	9:	4	cresc.	8
	mp	7	8 ^{va}	
	ff	FREE		pp
0	44	*	7	b
#				•

8 ^{va}	8	7		4
	cresc.	44		mp
b	pp	FREE	9:	0
	*	#	ff	
•	7		fine	

			ff	
mp	8 ^{va}	4	44	cresc.
0	7	FREE		9:
			pp	•
	#	fine	*	7

#	0	8 ^{va}	44	
		pp	7	7
mp	fine	FREE	9:	cresc.
b			•	*
			ff	4