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- **Website:** <https://www.freshbaby.com/product-category/bingocize/>
- **Program Synopsis:**

Bingocize® is an evidence-based health promotion program that strategically combines the game of bingo, health education, and/or exercise. Trained leaders may select between separate 10-week workshops that focus on *exercise-only*, *exercise and falls prevention*, or *exercise and nutrition*. Each workshop includes a facilitator's script for each session, participants' materials, and "take home" cards for participants to complete exercises and tasks at home to reinforce the weekly health education information. Participants *play* Bingocize® twice per week, with each 45–60-minute session consisting of exercises (range of motion, balance, muscle strengthening, and endurance exercises) and/or health education questions. Workshops can be delivered using a traditional in-person bingo game, along with printed curriculum facilitator and participants' materials. However, facilitators and participants are recommended to use a stand-alone online version, Bingocize® *Online*, to play Bingocize® in-person or remotely. This adds a fun, interactive technology component to the original game.
- **Program goals:**
 - The overall goals of the program are to help older adults:
 - increase physical activity to improve and/or maintain mobility and independence
 - learn and use health information focused on falls reduction, nutrition, and other health-related behaviors
 - socially engage with other older adults
- **Reasoning behind the program design and elements:**
 - A significant barrier to improving the health and well-being of sedentary older adults is getting them to adhere to an exercise-based health promotion program (Picorelli et al., 2014).
 - Older adults enjoy and are more likely to participate in programs that are game-centered, interactive, and socially engaging.
 - Multimodal interventions (targeting multiple aspects of physical and/or cognitive health, such as health education and exercise) are most likely to produce improvements (Park et al., 2011).
- **Target population**
 - The program targets sedentary older adults at all physical ability levels in a variety of settings

including certified nursing facilities, assisted living, independent living, and community senior centers.

- **Essential program components and activities:**

- Participants (“Bingocizers™”) complete a series of strategically inserted exercises designed to increase or decrease the intensity and volume of exercise. Health education questions are also inserted into the game. Participants rest while numbers are called for the bingo game, complete more strategically inserted exercises or health education questions, rest during number calling, and so on. This pattern is continued until a Bingocizer™ wins the game. Small prizes are awarded to winners. Additional games are played until all planned exercises and/or health education questions are completed.

- **Length/Timeframe of program**

- Participants play Bingocize® for one hour 2 times per week for 10 weeks OR
- The program is even more beneficial if played on an ongoing basis.

- **Recommended class size:** 8-20; >20 requires two certified leaders

- **Desired outcomes**

- Improved lower/upper body strength, gait, balance, and range of motion,
- Improved aspects of cognition (executive function),
- Increased social engagement,
- Improved knowledge of falls risk reduction, nutrition, and other important health topics, and
- Improved patient activation.

- **Measures and evaluation activities**

- Certified facilitators are required to track session attendance and administer an assessment to the participants before the first session and after the last session of the program. Attendance and completed pre/post assessment forms must be scanned and emailed to bingocizedata@wku.edu. All forms and outcome measure instructions are available on the online training website. Certified facilitators also complete an evaluation of the online training.
- Program completers must attend at least 80% or 16 of the 20 sessions.

- **Health outcomes and evidence supporting health outcomes:**

- Community-dwelling, physically inactive, older adults (N=85) participated for approximately one hour, twice per week, for 10 weeks. They played in groups and were randomly assigned to either an experimental (Bingo + Health Education + Exercise; n =47) or control (Bingo + Health Education; n = 38) group.
 - Upper body strength improved for both groups, $F(1, 81) = 11.40$, $p < .01$, but the improvement was significantly greater for the experimental group (interaction), $F(1, 81) = 4.78$, $p = .03$.
 - Lower body strength improved for both groups, $F(1, 80) = 13.38$, $p < .01$, but the improvement was significantly greater for the experimental group, $F(1, 81) = 4.44$, $p = .04$.
 - As expected, health knowledge on fall risk and osteoarthritis showed a main effect, such that both groups improved their knowledge of the topics, $F(1, 83) = 275.56$, $p < .001$, suggesting the program can be effective for improving health knowledge with or

without including the exercise component.

- Health activation values significantly increased from pre- to post-intervention for both groups, $p < 0.05$. Attendance was high (>93% in both groups) (Crandall et al., In Review).
- Gait performance associated with fall risk was assessed in participants (N=38; Falls et al., 2018). Pre/post gait analysis at self-selected (SS) and fast walking speeds was measured using the GAITRite® Electronic Walkway.
 - Significant improvements (group x time) were observed for the experimental group at fast walking speed for ambulation time (AT) ($\lambda = .878$, $F(1, 36) = 5.01$, $p = .031$, $ES = .122$); velocity ($\lambda = .886$, $F(1, 36) = 4.61$, $p = .039$, $ES = .114$); and step length ($\lambda = .864$, $F(1, 36) = 5.64$, $p = .023$, $ES = .136$). Significance at SS speed included AT ($\lambda = .892$, $F(1, 36) = 4.37$, $p = .044$, $ES = .108$) single support ($\lambda = .887$, $F(1, 36) = 4.59$, $p = .039$, $ES = .113$); and double support time ($\lambda = .886$, $F(1, 36) = 4.63$, $p = .038$, $ES = .114$).
- **Program Costs:**
 - Licensing cost: 2-year license \$400.00 per organization for the first county. Each additional county costs \$300.00 for a 2-year license.
 - Training cost for initial 2-year license term: Online training is \$150.00 per person. Training includes online access to targeted educational and marketing materials for participants, as well as session scripts and forms for leaders. At least one person must be trained as a facilitator to implement Bingocize® in your organization. Groups of more than 20 participants require two trained leaders. Additional online trainings can be purchased after the initial licensing period begins at a cost of \$150.00 if purchased any time before the end of the first year of the term. After the first year, each new online training will cost \$75.00.
 - Training cost after initial 2-year license term: Online training renewal is required at the time of initial licensing renewal or else the trained facilitator is prohibited from continuing to offer the Bingocize® program. Online trainings purchased anytime during the initial 2-year license term can be renewed for a reduced price of \$75.00. Any **new** online trainings added at the time of license renewal will cost \$150.00. The process for purchasing new additional online trainings is the same as during the initial 2-year terms. New online trainings purchased after the beginning of the licensing period will be purchased at a cost of \$150.00, if purchased any time before the end of the first year of the term. After the first year, each new online training will cost \$75.00.
 - Example. Acme SNAP-Ed Agency (ASEA) purchases an initial 2-year Bingocize license for two counties. At the time of their initial license purchase, they also purchase 5 online trainings for their staff to facilitate Bingocize in ASEA facilities across the two counties. Six months after the beginning of the 2-year license, ASEA decides to purchase one additional training for \$150.00. They then decide one year and two months (month 14) into the 2-year license to purchase one additional online training at a cost of \$75.00. This training is half price because it was purchased with a year or less left on the initial 2-year license. ASEA now has seven total online trainings. At the end of the initial 2-year license term, ASEA decides to renew their initial 2-year license and the seven online trainings. They also decide to add two more trainings at that time. The renewal cost for each of the seven online trainings is \$75.00, while the two new trainings will cost \$150.00 each.
 - Equipment cost: “Bingocize® in a Box” is \$350 (plus shipping and handling). The durable and reusable box contains equipment for up to 20 participants, but the box does NOT include a bingo game set. The box includes resistance bands, therapy balls, an official Bingocize® t-

- shirt for one leader, a leader's attendance binder, and small nutrition or falls prevention themed prizes for one 10-week workshop (20 sessions)...[view a sample of prize packs](#) (actual prizes may change slightly based on availability). Purchase of at least 1 box is required with a license, but we suggest purchasing a box for each leader to take to the sites they serve.
- Curriculum reinforcements are awarded to game winners. Typical curriculum reinforcements include small personal items e.g., lotion, shampoo, etc. (prizes are not provided), however, we offer optional curriculum reinforcement packages that can be used as prizes during Bingocize® play.
 - Optional Add-Ons:
 - Additional curriculum reinforcements: We offer additional curriculum reinforcements that can be used as prizes to award to winners during Bingocize® play. We include enough of these in the Bingocize® in a Box for one 10-week unit, but we encourage you to purchase extras either at the time of original purchase or down the road for future Bingocize® units.
 - Apparel: We also encourage facilities to consider purchasing Bingocize® licensed apparel for leaders, and as prizes for participants. The black t-shirt and polo are designed for leaders, and the white t-shirt, which says “I’m a Bingocizer™” on the back, makes a great shirt for participants to win.

Resource Requirements

- **Facility:**
 - Large room with tables and sturdy chairs without wheels; participants should be able to stand and move at least 4 feet from the table in each direction.
 - Room size should allow space for certified leader to move about the room.
 - Class size- up to 20 participants if one certified leader; more than 20 requires two certified leaders.
 - A strong WIFI connection is needed for the Bingocize Online; a variety of low-cost tablets can be used for each participant or paper cards can be used as well. Tablets are not included.
- **Equipment and material:**
 - A reusable “Bingocize® in a Box” is available, which is a durable and reusable box that contains curriculum reinforcements for one 10-week workshop (choice between nutrition-focused or falls prevention-focused curriculum reinforcements), attendance logs, official Bingocize® T-Shirt for one leader, and equipment for up to 20 participants: includes resistance bands and therapy balls. \$350.00 (shipping not included).
 - Small curriculum reinforcements for Bingocize® game winners; 2-3 prizes awarded per game
- **Training Requirements:** Individual on-line leader training consists of self-paced modules; [click here to view the online training site](#). Training is conducted 100% online. Contact accounts@freshbaby.com with inquiries.

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