



**KEEP
CALM
AND
GET
TESTED**

Bingo — Easy to play, easy to win!

Syphilis — Easy to get, easy to cure!

Target audience:

Adults who are sexually active or use injection drugs

Resources:

- 8x10 Syphilis Bingo cards (11 in package) printed
- set of 42 Caller Cards (printed and cut along grey line)
- condoms to use as bingo chips (9 per player)
- small prizes
- pens or pencils
- demonstration tools like condoms, lube, dental dams, wooden penis demo, vulva demo or any safe injection demonstration props you'd like to include for optional demos (see instruction #7)

Time:

60-90 minutes

Objectives:

By the end of the game:

Players will know more about how syphilis is transmitted.

They'll understand that STI testing is the only way to know if you have syphilis.


They will know that syphilis is curable with the right medication.

Players will learn ways to reduce syphilis transmission during sex or using injection drugs.

Instructions for Sex, Drugs and Bingo:




1. Introduce the game as Sex, Drugs and Bingo:
“Bingo is easy to play, easy to win! Syphilis is easy to get, easy to cure!”
2. If you have prizes, let participants know what they are playing for.
Prizes encourage more active participation, or repeat participation.
3. Inform players that this is a “full house” bingo. They have to fill every square on their card to win.
“Full house” play can run 30-60 minutes, depending on the group dynamics.
(If you need a quicker game “one line” would also work, but you will cover fewer key messages, so we encourage playing “full house.”)
4. Hand out 1 bingo card, 9 condoms, and a pencil to each player. If there are less than ten players, everyone can have their own bingo card, if there are more than ten players, they can play in pairs.
Everyone will start with one condom on the free space in the middle of their card.
(Some people may not want to engage with this topic by playing along with the group, but should be welcome to stay and watch if they prefer. Even while just observing they can take in the messaging.)
5. Before you begin the game, there are 4 squares that need some audience participation.
They are the last four in the Caller Cards and are represented by different coloured pencils.

Before the game begins, display the Caller Card with the green pencil:

“You can get an STI test at: _____” 

Ask players if they know where they can get tested for STIs (Sexually Transmitted Infections) like Syphilis, HIV, Hep C, gonorrhoea, chlamydia... When they offer suggestions, write those onto your Caller Card. Participants who have a card with this green pencil square can write answers on their card. If the group is not sure of possible answers, the facilitator should have some local answers ready.

Repeat this for the 3 remaining Caller Cards with coloured pencils:

- “Get FREE condoms at: _____” 
- “You can get new needles, cookers, swabs & ties at: _____” 
- “Finding safe health care is possible.
Name a clinic or program that has treated you well: _____” 
(This can be any kind of program: medical, leisure, drop-in, charity...)

6. Gently shuffle the 42 Caller Cards and begin by randomly selecting one.
Read the large text out loud and show the group the image on the Caller Card. Participants will likely look for the image on their card. Read the large text twice, as people scan their cards.
When the group is settled, the caller reads out the smaller text on the card.
Remember to go slow and repeat the card.

After a card is read the facilitator can either tape it to the wall, or display it on the table.
(Taping it to the wall is helpful, so players can check past/current cards without having to ask.)
After the game ends, facilitators may choose to leave the cards taped up on the wall, as a way to create interest and awareness about syphilis in between games days.
7. There are a few cards that may lead naturally into demonstrations by the facilitator.
Demonstrations are optional and time dependant, as they will slow the game completion.
 - The condom and lube card could prompt [a condom demonstration](#).
 - The dental dam/flavoured condom card could prompt [a dental dam demonstration](#).
 - The sharps container card could prompt a demo on how to lock the lid.
 - The new drug use supplies card could prompt a demonstration about what supplies are available free in the community.
8. Play until someone wins by filling their entire card and calling “Bingo” out loud.
A win can be confirmed by referring back to the played cards that have been taped to the wall.
If a player is comfortable reading, encourage them to read their squares out loud to the group.
If they would rather “read the pictures” out loud, that’s fine too.

If you have more than one prize, keep playing for the next winner.
(If play continues after a win, the winner can become the Caller if they are interested!)
9. It’s helpful to have resources available for people to take. We suggest:
 - [The Safer Sex Guide](#) free to order from CATIE.ca
 - [Oral Sex](#) free to order from CATIE.ca
 - [Syphilis Fact Sheet](#) available to print or order from Health Canada
 - [Sexually Transmitted Infections](#) available to print or order from Health Canada
 - [Sharp Shooters](#) free to order from CATIE.ca
 - Brochures from local STI testing services
 - A basket of internal condoms, external condoms lube, dental dams ...
 - Injection supplies, sharps containers or pipes ...

If facilitators want current syphilis information/data, check:

- gov.mb.ca/health/publichealth/surveillance/stbbi/index.html
- canada.ca/en/public-health/services/publications/diseases-conditions/chlamydia-gonorrhoea-infectious-syphilis-canada-2020-infographic.html
- canada.ca/en/services/health/publications/diseases-conditions/syphilis-epidemiological-report.html