



## SBMH BINGO



On your table, there is a copy of a bingo board. The spaces are filled with topics of interest that were entered on the peer exchange registration. The goal, like any game of BINGO, is to get four in a row.

After the facilitator has called out a topic, your group will have 1-2 minutes to discuss and identify someone, within the group, who has had success with that topic. Write their name and their organization's name in the space.

Once you have four in a row, call BINGO! Like the game bingo, someone from the group will be expected to state how you came to BINGO. For example, "S – increase parent/guardian engagement; B – provide services during school breaks," etc.

The "free" space isn't really free! If you've used the free space, then you'll need to say the names of each of your table partners to win.









## SBMH BINGO



S	В	M	Н
Improving coordination and integration of tele- psychiatry	Offset costs of SBMH program with diversified funding	FREE SPACE	Maintaining stable partnerships within the community
Name:	Name:		Name:
Site:	Site:		Site:
Increasing parent/guardian engagement with SBMH service  Name: Site:	FREE SPACE	Overcoming barriers to providing services during a student's core (Math, English, etc.) classes  Name:  Site:	Program implementation in both rural and urban communities  Name: Site:
Increasing buy-in and collaboration with community partners in rural areas  Name:  Site:	Providing services and maximizing productivity during school breaks (winter, spring, summer, etc.)  Name:	Strategies for growing SBMH services in a large school district  Name: Site:	FREE SPACE
FREE SPACE	Retaining SBMH staff (therapists, program managers, etc.)  Name: Site:	Effective coordination and communication between school partners and SBMH provider  Name:  Site:	Disseminating learned information to staff, schools, and partners  Name:  Site:



