

BUMP

Grade 2 -3 Level

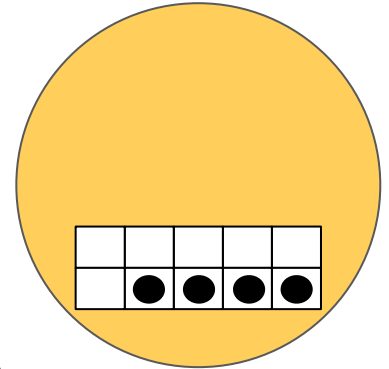
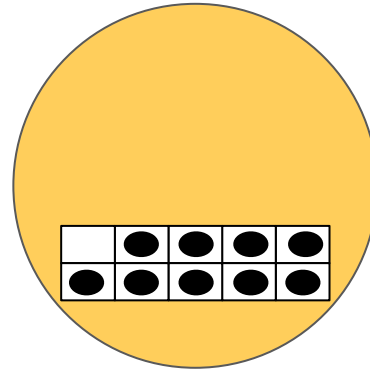
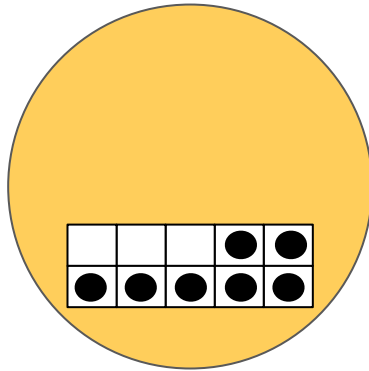
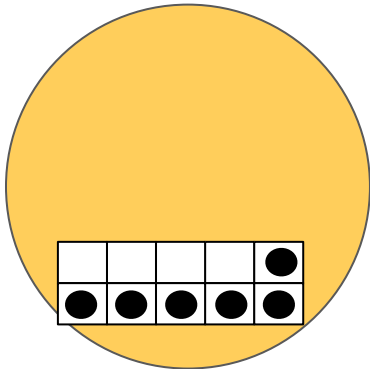
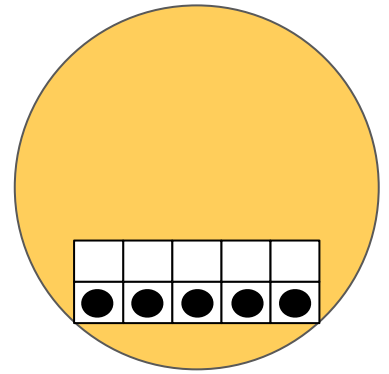
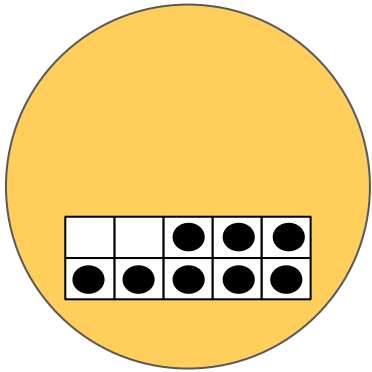
Bump

Directions

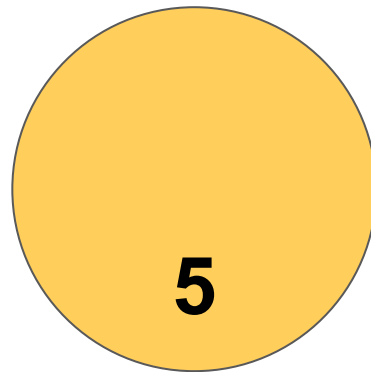
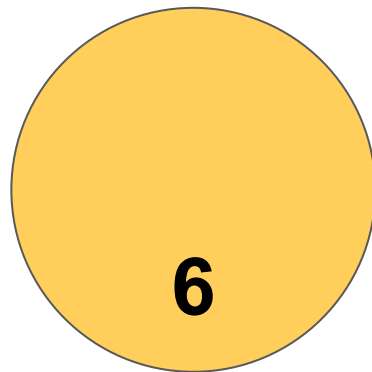
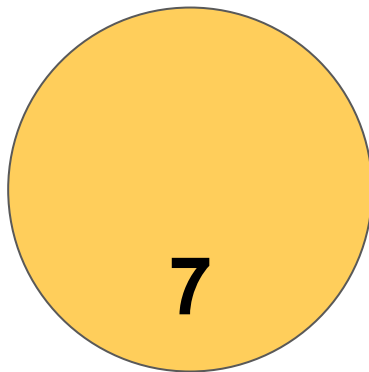
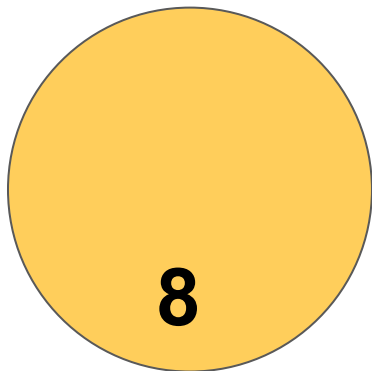
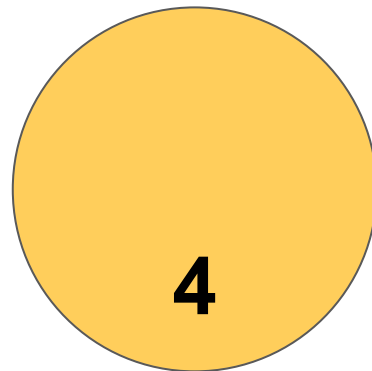
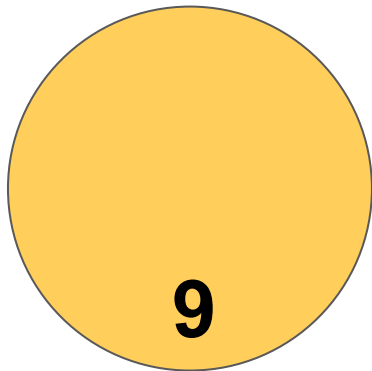
Each child takes 8 unifix cubes of one color. Their partner should have 8 of a different color. The first child rolls 2 dice (or 1, depending upon the game you are playing) and puts a cube on that number. If the other player's cube is on that number, they get to BUMP it off. If your own cube is already on that number, link another cube with it and it freezes that spot.

Any time there are two cubes of the same color on a spot, that freezes that spot and you cannot bump that person's marker off. The winner is the player that uses all of their markers first.

Make 10 BUMP



Make 10
BUMP



Plus 10

BUMP

16

14

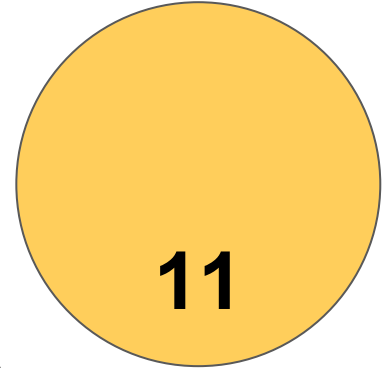
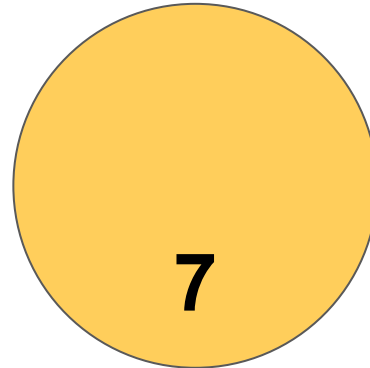
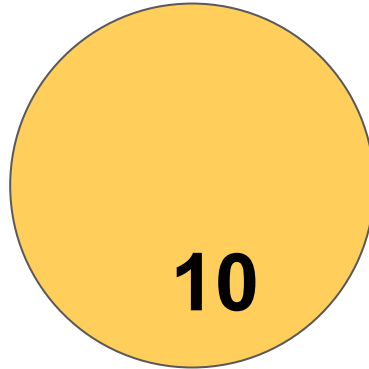
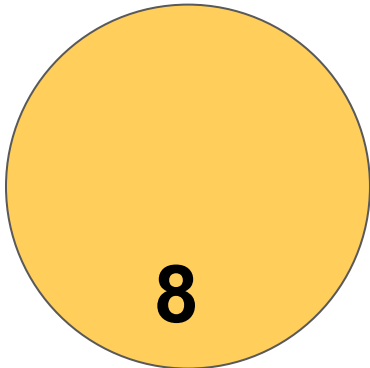
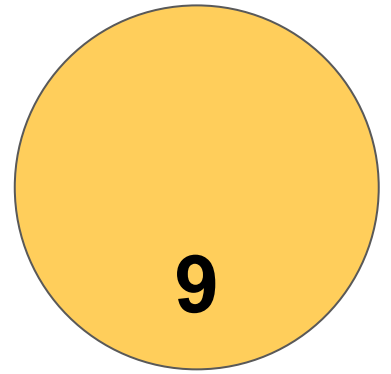
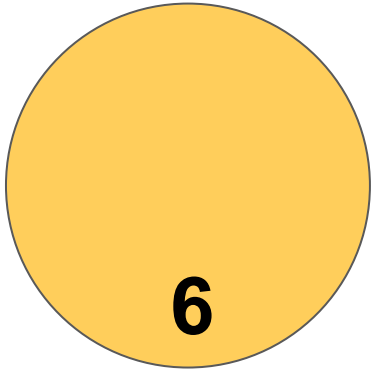
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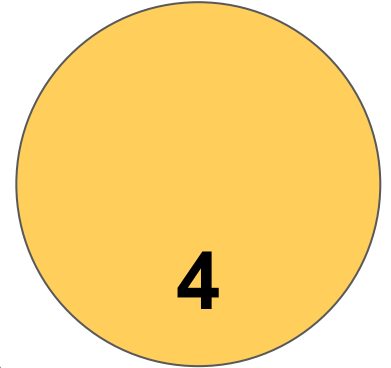
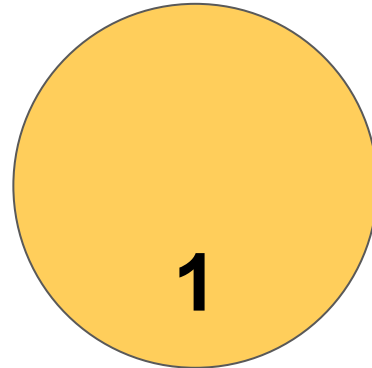
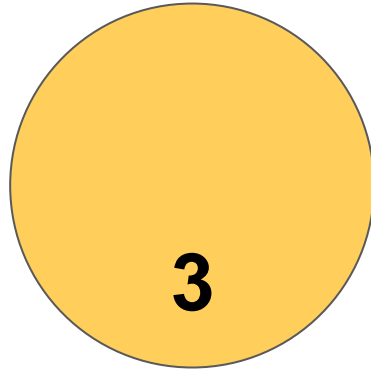
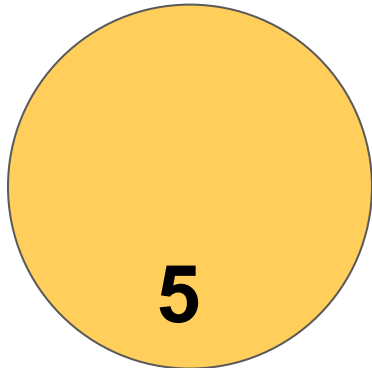
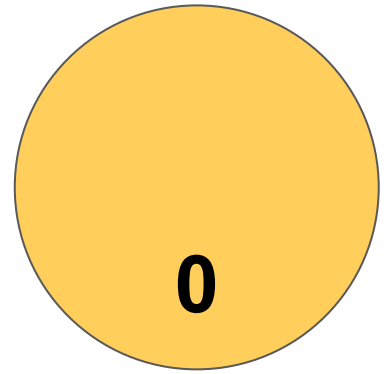
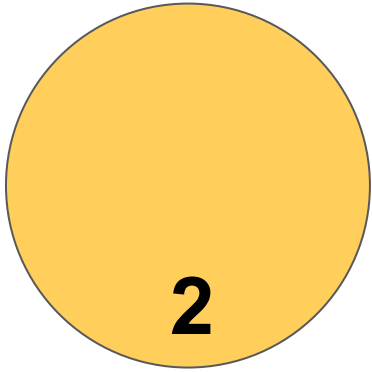
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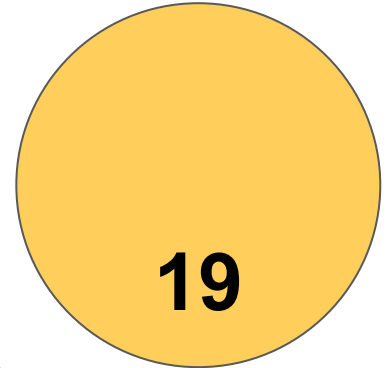
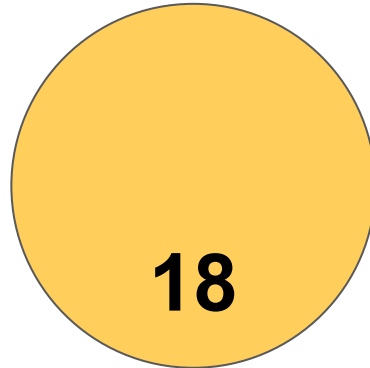
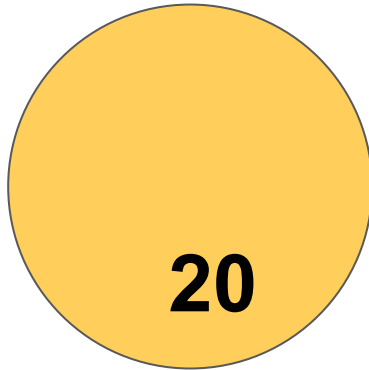
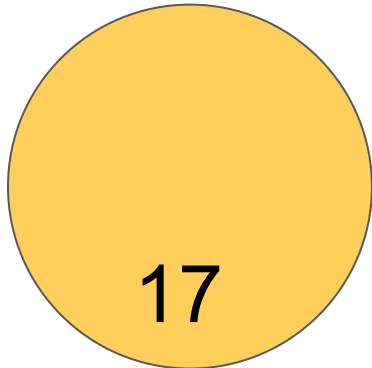
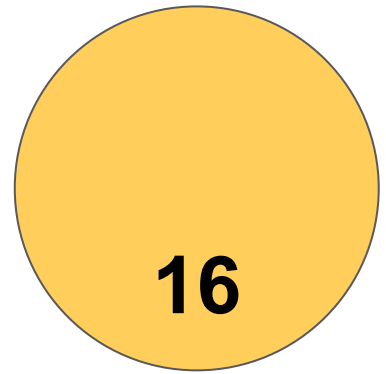
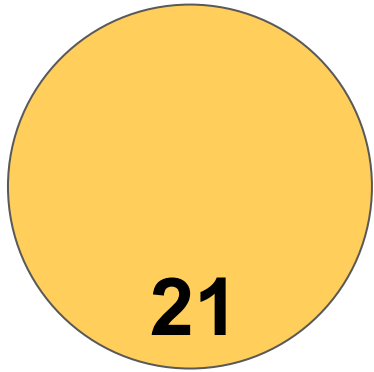
Two Dice
BUMP



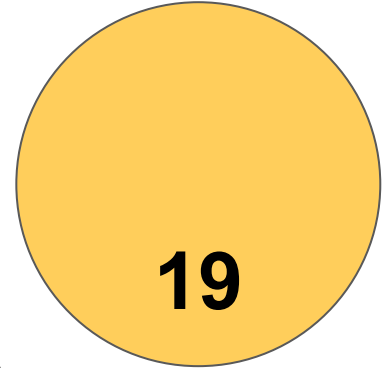
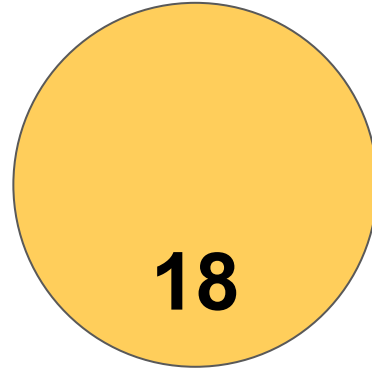
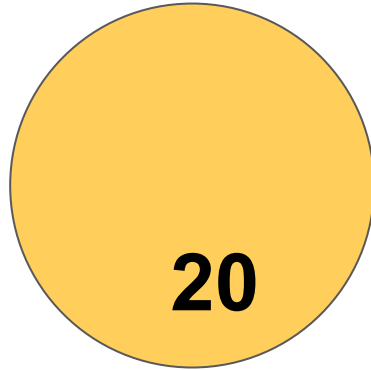
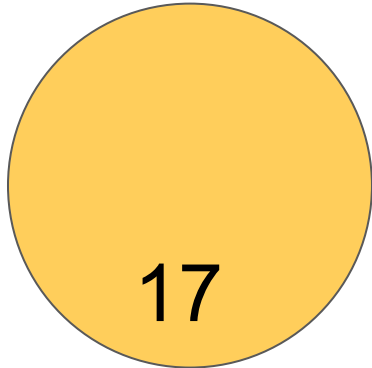
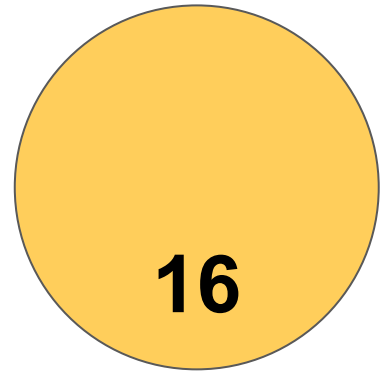
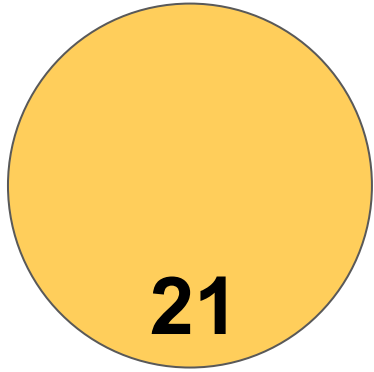
Find the Difference
BUMP



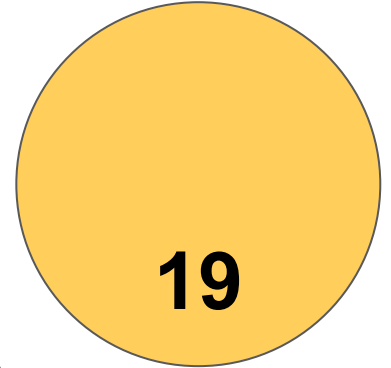
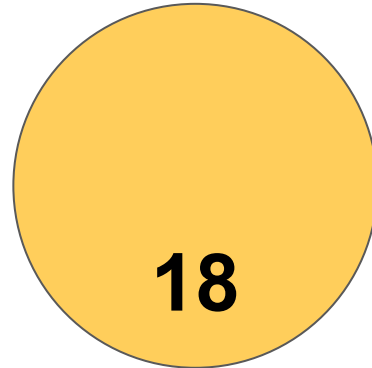
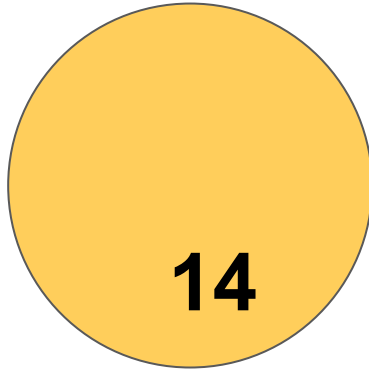
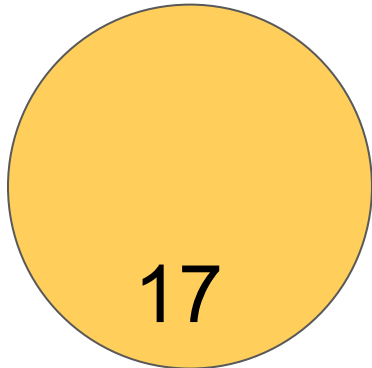
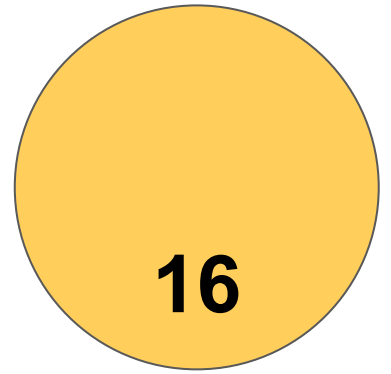
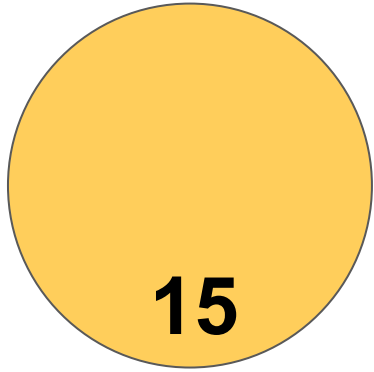
Two Dice Plus 10
BUMP

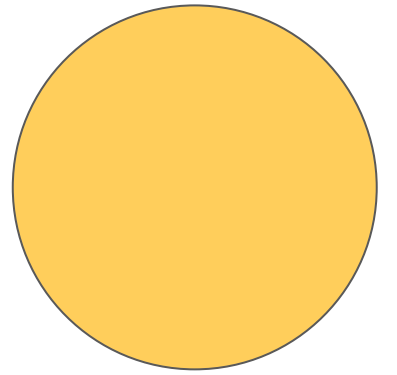
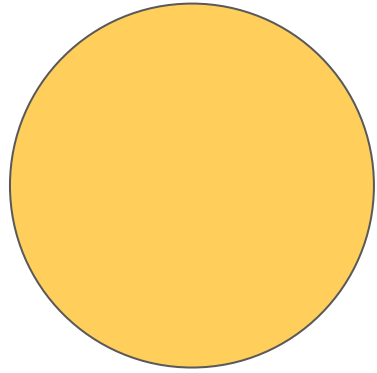


Two Dice Plus 9
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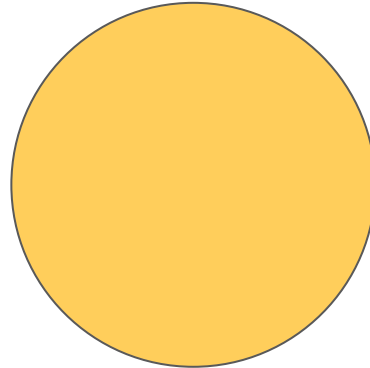
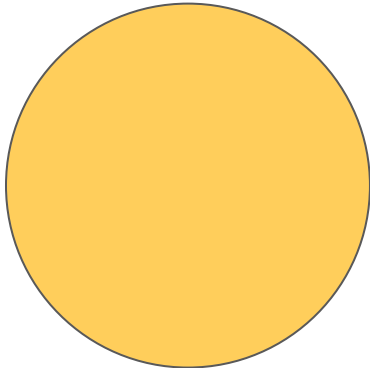
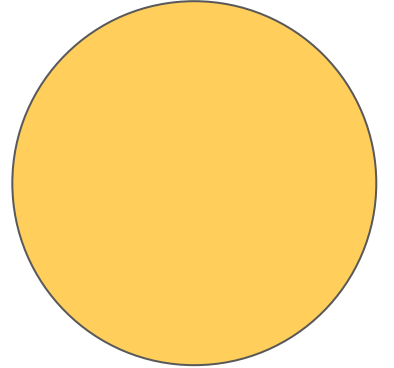
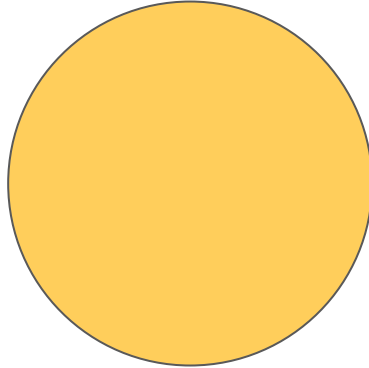


Two Dice Plus 8
BUMP





BUMP



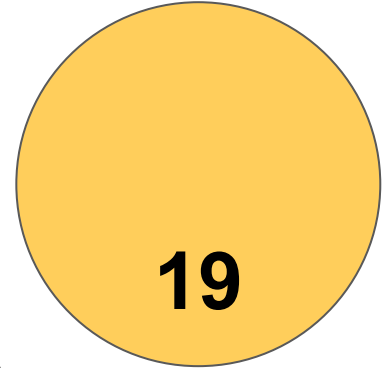
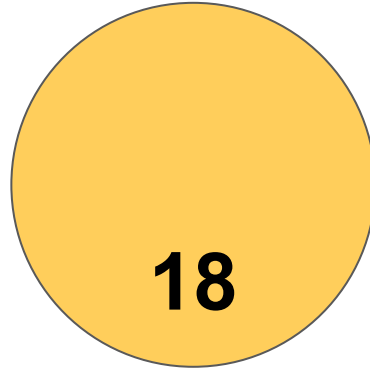
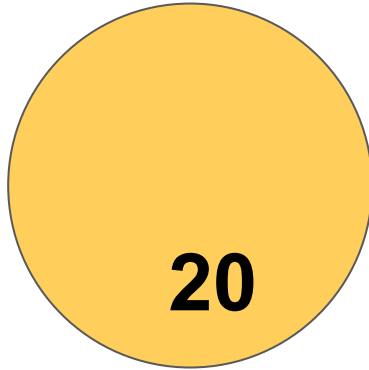
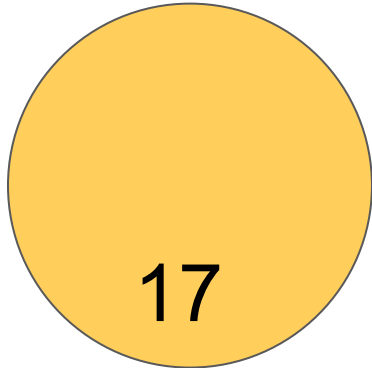
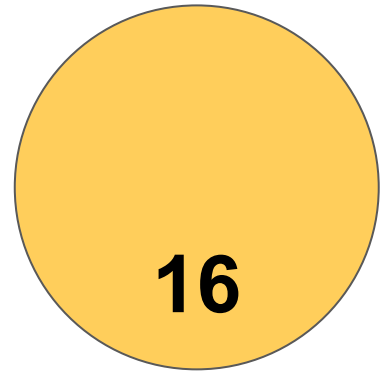
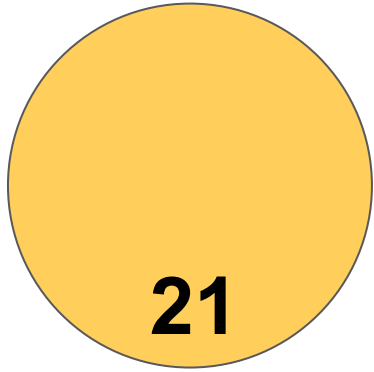
Bump

Materials: Regular die, Bump Game Board, and cubes

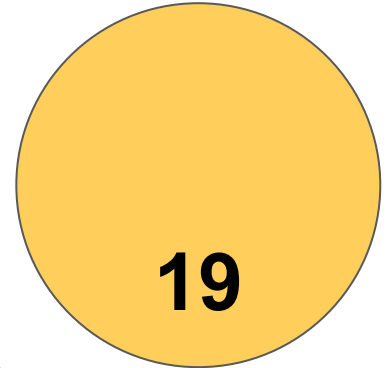
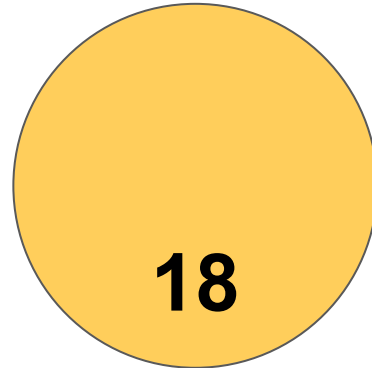
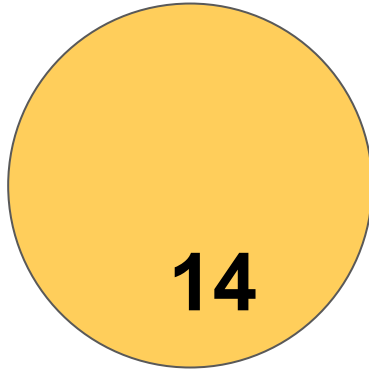
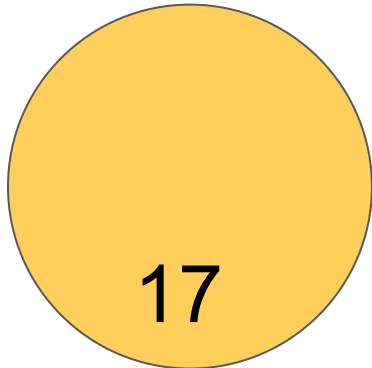
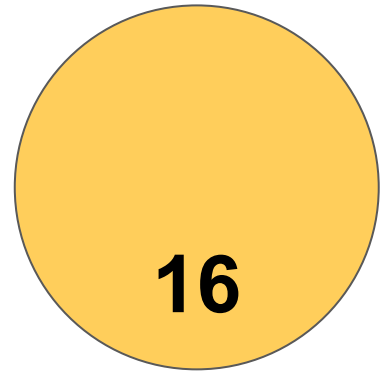
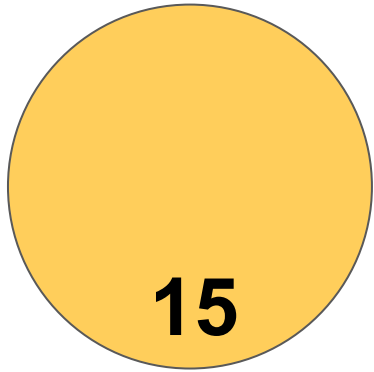
Each child takes 8 unifix cubes of one color. Their partner should have 8 of a different color. The first child rolls 1 die and puts a cube on the spot that has that number (or 1 more, 1 less, 2 more, 2 less... depending upon the gameboard). If the other player's cube is on that number, they get to BUMP it off. If your own cube is already on that number, link another cube with it and it freezes that spot. Any time there are two cubes of the same color on a spot, that freezes that spot and you cannot bump that person's marker off. The winner is the player that uses all of their markers first.

Grade 4 Versions of Bump

Two Dice Plus 9
BUMP



Two Dice Plus 8
BUMP

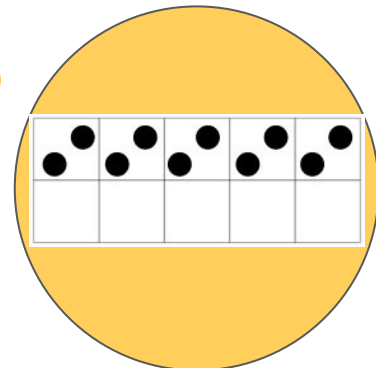
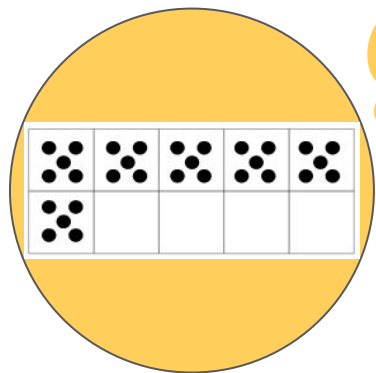


Groups or Members? Bump

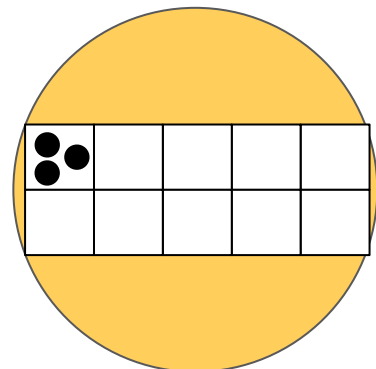
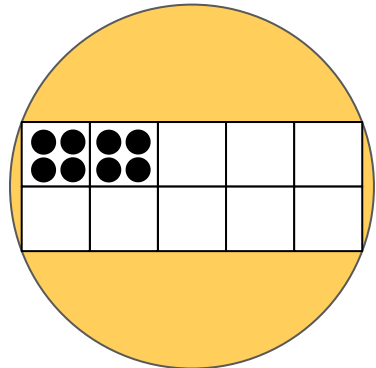
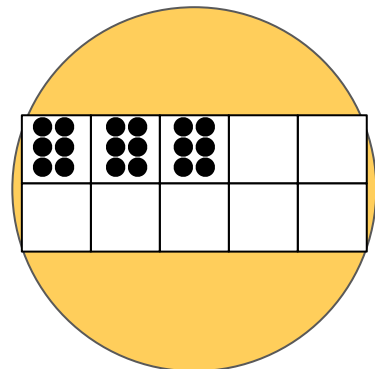
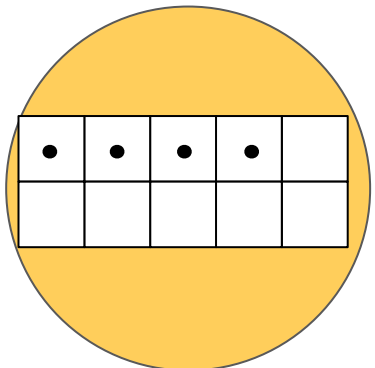
Materials: Regular die, the Groups or Members? Bump Game Board, and cubes

Each child takes 8 unifix cubes of one color. Their partner should have 8 of a different color. The first child rolls 1 die and puts a cube on the spot that has that amount as either the Groups or Members. If the other player's cube is on that number, they get to BUMP it off. If your own cube is already on that number, link another cube with it and it freezes that spot. Any time there are two cubes of the same color on a spot, that freezes that spot and you cannot bump that person's marker off. The winner is the person that uses all of their .

Groups or Members?



BUMP



The following BUMP games use
place value dice (90,80,70 etc)
or fraction dice.

Double BUMP

180

120

Roll the dice. Then, put your marker on the spot that is double the amount you rolled.

100

160

140

80

Half BUMP

45

30

Roll the die. Then, put your marker on the spot that half of the amount you rolled.

25

20

35

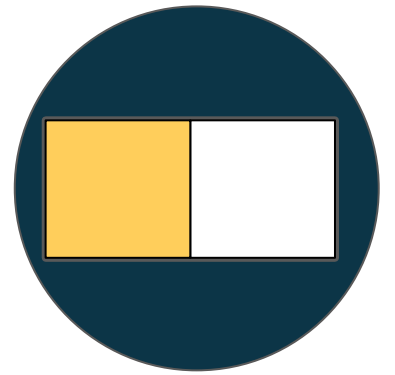
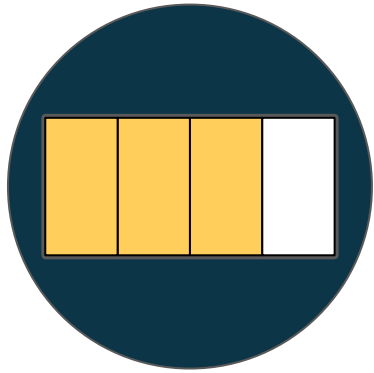
40

Halves, Thirds, or Fourths? Bump

Materials: wooden cube with $\frac{1}{2}$, $\frac{1}{3}$, and $\frac{1}{4}$ written on the faces, the Halves, Thirds, or Fourths? Bump Game Board, and cubes

Each child takes 8 unifix cubes of one color. Their partner should have 8 of a different color. The first child rolls the fraction die and puts a cube on the spot that has that is showing that unit fraction. For example, if they roll $\frac{1}{4}$ they can place their marker on $\frac{1}{4}$, $\frac{2}{4}$, $\frac{3}{4}$, $\frac{4}{4}$, etc. If the other player's cube is on that number, they get to BUMP it off. If your own cube is already on that number, link another cube with it and it freezes that spot. Any time there are two cubes of the same color on a spot, that freezes that spot and you cannot bump that person's marker off. The winner is the player that uses all of their markers first.

Halves, Thirds, or Fourths?



BUMP

