

# BUMP

Grade 3-4 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.

Two Dice Plus 10  
**BUMP**

**21**

**16**

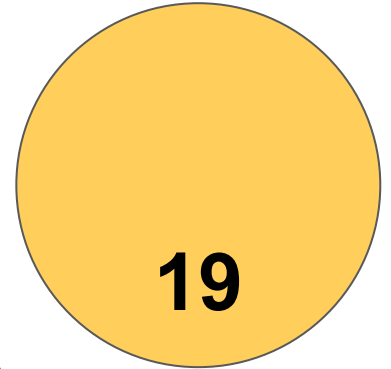
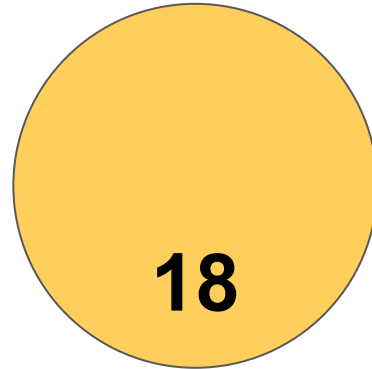
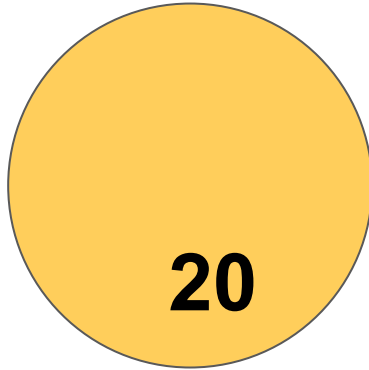
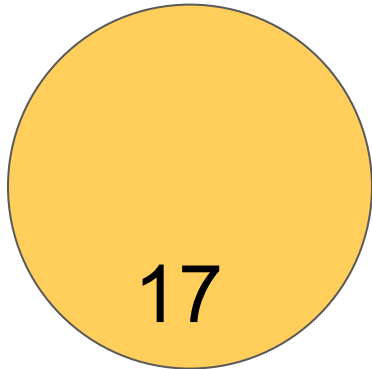
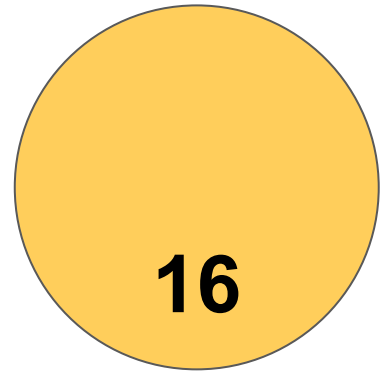
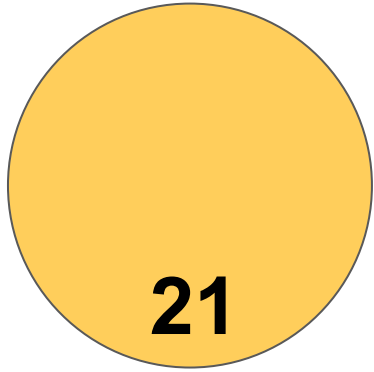
**20**

**19**

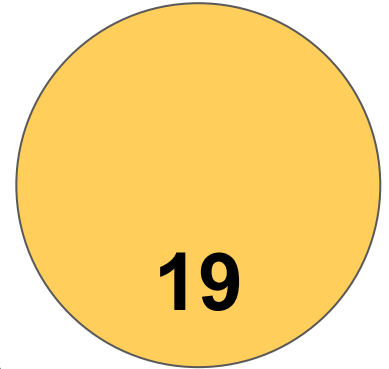
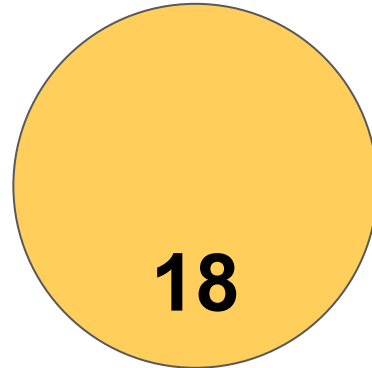
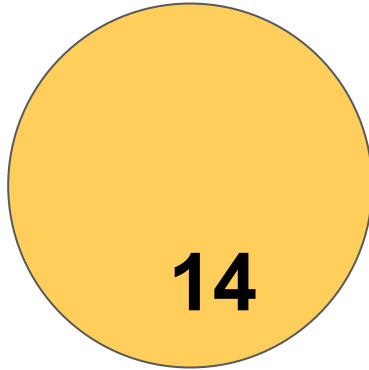
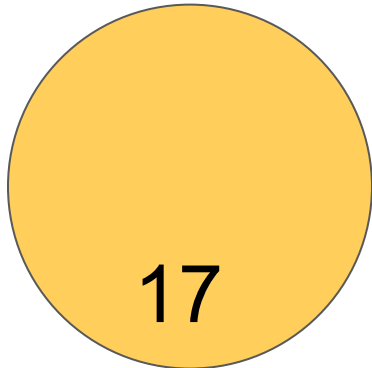
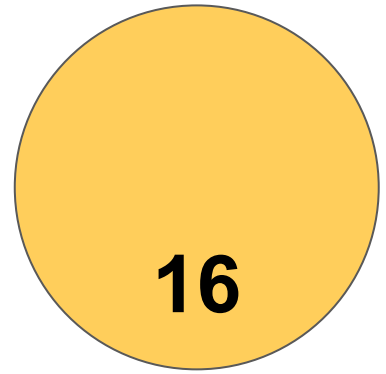
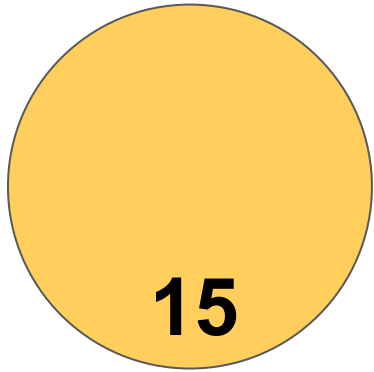
**17**

**18**

Two Dice Plus 9  
**BUMP**



Two Dice Plus 8  
**BUMP**

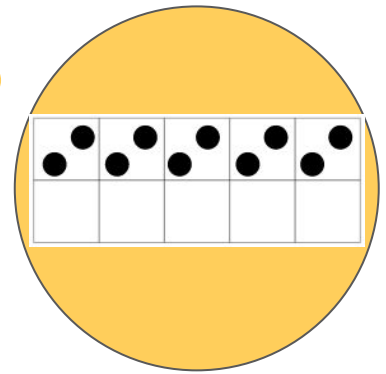
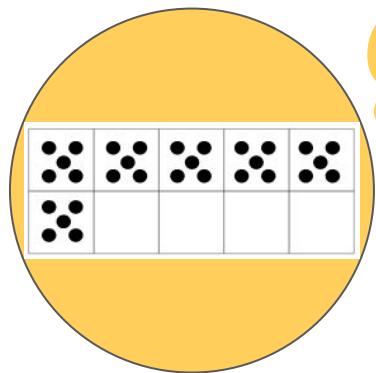


# *Groups or Members? Bump*

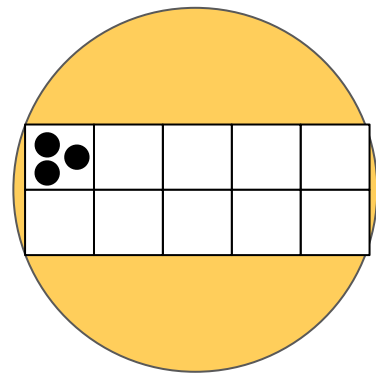
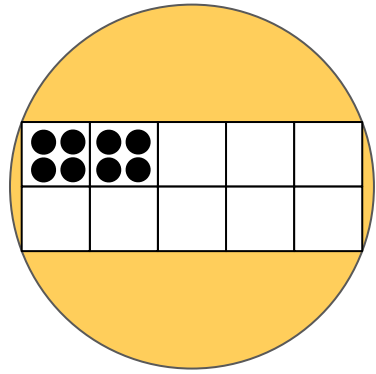
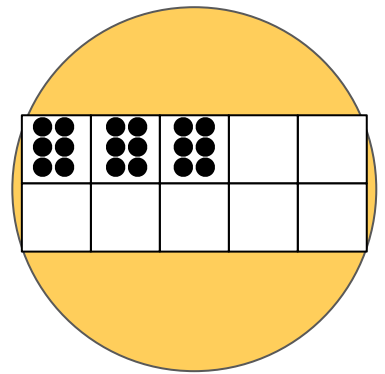
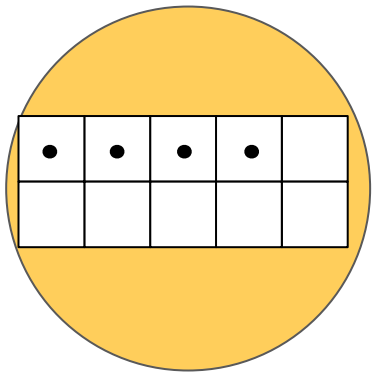
**Materials: Regular die, the Groups or Members?  
Bump Game Board, and cubes**

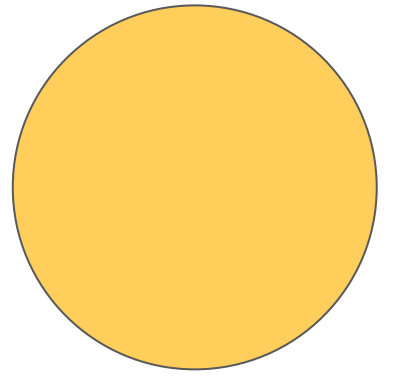
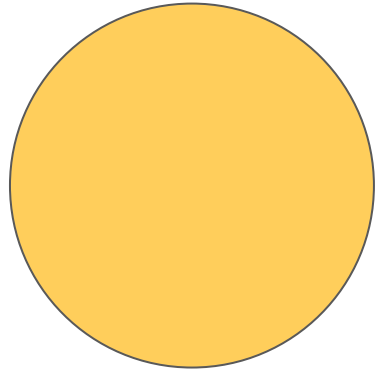
Each child takes 8 unifix cubes of one color. Their partner should have 8 of a different color. The first child rolls 1 die and puts a cube on the spot that has that amount as either the Groups or Members. If the other player's cube is on that number, they get to BUMP it off. If your own cube is already 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





**BUMP**

