

Bump Game Directions



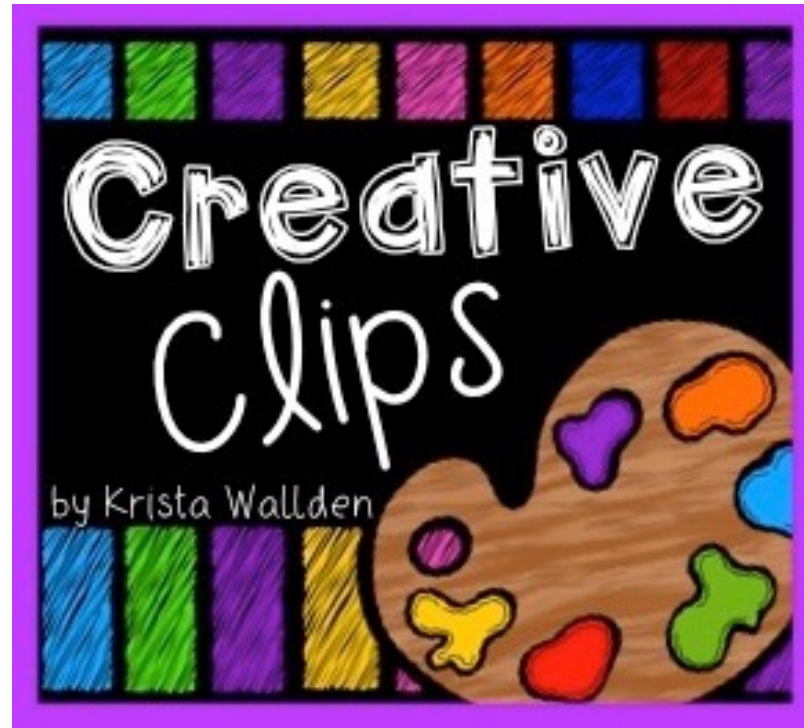
Includes directions for:

- Addition Bump
- Doubles Bump
- Doubles +1 Bump
- Plane Shape Bump
- Solid Shape Bump
- Tally Marks Bump
- Ten Frame Bump
- Multiplication Bump
- Number Word Bump
- Color Word Bump
- Half-Past Bump
- Time to the Hour Bump



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Credits:



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How to Play Doubles Bump

Grab a partner!

Each player chooses a small handful of playing pieces.

Be sure they are different colors or shapes!

Roll one die. Double it! Then cover the space with the answer.

For example, if you roll a 3, add $3+3$ and cover the 6 space.

Each player repeats the same steps.

If a number is already covered by another player's playing piece, you can "bump" it off and put your own piece in its place.

If a number is already covered by your own playing piece, you can add a second piece to "lock it" so no one can bump you off.

Skills Practiced: Doubles Facts

How to Play Doubles +1 Bump

Grab a partner!

Each player chooses a small handful of playing pieces.

Be sure they are different colors or shapes!

Roll one die. Double it! Then cover the space with the answer.

For example, if you roll a 3, add $3+3+1$ and cover the 7 space.

Each player repeats the same steps.

If a number is already covered by another player's playing piece, you can "bump" it off and put your own piece in its place.

If a number is already covered by your own playing piece, you can add a second piece to "lock it" so no one can bump you off.

Skills Practiced: Doubles +1 Facts

How to Play Addition Bump

Grab a partner!

Each player chooses a small handful of playing pieces.

Be sure they are different colors or shapes!

Roll two dice and add! Cover the space with the correct answer.

For example, if you roll a 3 and 4, add to make 7 and cover the 7 on the board.

Each player repeats the same steps.

If a number is already covered by another player's playing piece, you can "bump" it off and put your own piece in its place.

If a number is already covered by your own playing piece, you can add a second piece to "lock it" so no one can bump you off.

Skills Practiced: Addition Facts

How to Play Tallies Bump

Grab a partner!

Each player chooses a small handful of playing pieces.

Be sure they are different colors or shapes!

Roll two dice, add and cover the space with the correct number of tallies.

For example, if you roll a 3 and 4, add to make 7 and cover the space with 7 tallies.

Each player repeats the same steps.

If a number is already covered by another player's playing piece, you can "bump" it off and put your own piece in its place.

If a number is already covered by your own playing piece, you can add a second piece to "lock it" so no one can bump you off.

Skills Practiced: Addition Facts and Tallies

How to Play Number Word Bump

Grab a partner!

Each player chooses a small handful of playing pieces.

Be sure they are different colors or shapes!

Roll a die and cover the space with that number word.

For example, if you roll a 3 cover the space that says “three.”

Each player repeats the same steps.

If a number is already covered by another player’s playing piece, you can “bump” it off and put your own piece in its place.

If a number is already covered by your own playing piece, you can add a second piece to “lock it” so no one can bump you off.

Skills Practiced: Numbers and Number Words

How to Play Multiplication Bump

Grab a partner!

Each player chooses a small handful of playing pieces.

Be sure they are different colors or shapes!

Roll a 10-sided die and multiply the number rolled and the number on the game board. Cover the space with the answer on the game board.

For example, if you roll a 2 and are using the “Practicing 9s” board, multiply 2×9 and cover the 18 space.

Each player repeats the same steps.

If a number is already covered by another player’s playing piece, you can “bump” it off and put your own piece in its place.

If a number is already covered by your own playing piece, you can add a second piece to “lock it” so no one can bump you off.

Skills Practiced: Multiplication Facts

How to Play Ten Frame Bump

Grab a partner!

Each player chooses a small handful of playing pieces.

Be sure they are different colors or shapes!

Place the deck of cards face down. Players pick a card and cover the space with the correct answer on the game board.

For example, if you pick a card with a 2 cover the ten frame that shows the number two on the board.

Each player repeats the same steps.

If a number is already covered by another player's playing piece, you can "bump" it off and put your own piece in its place.

If a number is already covered by your own playing piece, you can add a second piece to "lock it" so no one can bump you off.

Skills Practiced: Number Sense and Numbers

How to Play Time to the Hour Bump

Grab a partner!

Each player chooses a small handful of playing pieces.

Be sure they are different colors or shapes!

Pick a card and match the time on the card to a space on the board. Cover the space on the game board.

For example, if you pick the time 3:00 on an analog clock, cover the space with the digital time on the gameboard.

Each player repeats the same steps.

If a number is already covered by another player's playing piece, you can "bump" it off and put your own piece in its place.

If a number is already covered by your own playing piece, you can add a second piece to "lock it" so no one can bump you off.

Skills Practiced: Time to the Hour (Analog and Digital)

How to Play Plane Shape Bump

Grab a partner!

Each player chooses a small handful of playing pieces.

Be sure they are different colors or shapes!

Pick a card. Find the shape and place a playing piece on that shape.

For example, if you pick “triangle,” put a playing piece on the triangle on the board.

Each player repeats the same steps.

If a number is already covered by another player’s playing piece, you can “bump” it off and put your own piece in its place.

If a number is already covered by your own playing piece, you can add a second piece to “lock it” so no one can bump you off.

Skills Practiced: Identification of Plane Shapes

How to Play Solid Shape Bump

Grab a partner!

Each player chooses a small handful of playing pieces.

Be sure they are different colors or shapes!

Pick a card. Find the shape and place a playing piece on that shape.

For example, if you pick “cone,” put a playing piece on the cone on the board.

Each player repeats the same steps.

If a number is already covered by another player’s playing piece, you can “bump” it off and put your own piece in its place.

If a number is already covered by your own playing piece, you can add a second piece to “lock it” so no one can bump you off.

Skills Practiced: Identification of Solid Shapes

How to Play Color Word Bump

Grab a partner!

Each player chooses a small handful of playing pieces.

Be sure they are different colors or shapes!

Pick a card. Read the color word on the card and place a playing piece on the star with that color.

For example, if you pick a card with the word “red,” place a playing piece on the red star.

Each player repeats the same steps.

If a number is already covered by another player’s playing piece, you can “bump” it off and put your own piece in its place.

If a number is already covered by your own playing piece, you can add a second piece to “lock it” so no one can bump you off.

Skills Practiced: Colors and Color Words

How to Play Time to the Half Hour Bump

Grab a partner!

Each player chooses a small handful of playing pieces.

Be sure they are different colors or shapes!

Pick a card and match the time on the card to a space on the board. Cover the space on the game board.

For example, if you pick the time 3:30 on an analog clock, cover the space with the digital time on the gameboard.

Each player repeats the same steps.

If a number is already covered by another player's playing piece, you can "bump" it off and put your own piece in its place.

If a number is already covered by your own playing piece, you can add a second piece to "lock it" so no one can bump you off.

Skills Practiced: Time to the Half Hour (Analog and Digital)