

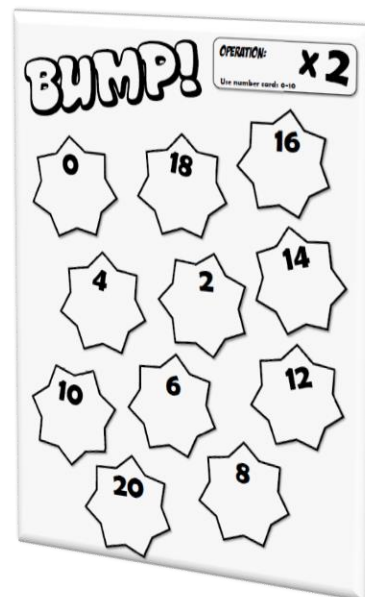
BUMP INSTRUCTIONS

When to use:

BUMP is a great fluency game that can be used for everything from number recognition and simple addition to multiplication facts and even conversions and equalities.

Supplies Needed:

- BUMP board
- Cards or dice according to what students need to practice. (Cards or dice 0-10 are a good start.)
- Two colors of beans or discs to be used as playing pieces.
- Optional: blank ten-frame to track points.



Directions: (For ease of directions, a BUMP board with "x 2" will be used.)

1. Give one BUMP board to each pair of students, along with cards or dice 0-10. Each student also needs his/her own color of beans or discs and a blank ten-frame (optional) to track points.
2. Student 1 draws a card, 0-10 and must multiply it by 2. Student 1 says the equation and puts her color of bean on the product.
 - Student 1: "I drew a 5. Five times 2 is 10. I'm placing my bean on the 10."
3. Student 2 draws a card, and multiplies it by 2. Student 2 says the equation and puts his color of bean on the product.
 - Student 2: "I got a 3. Three times 2 is 6. I'm placing my bean on the 6."
4. Play continues in this fashion. If a student gets the same product again and they already have their own color bean on it, they place another marker there anyway.
 - Student 1: "I got another 5! Five times 2 is 10. I'm placing another bean on the 10."
5. When a student gets a product that contains the OTHER student's bean(s), they get to "BUMP" all their opponent's markers off and place one of theirs on it.
 - Student 2: "Now I got a 5!! Five times 2 is 10! I'm bumping off your two beans and placing my bean on the 10."
 - The bean(s) that get knocked off are points for Student 2 now. If desired, students can organize the beans they get in a blank ten-frame to keep track and reinforce partners to ten.
6. Once a student has 10 of their opponent's beans, the board is cleared and the game starts over.
7. As needed, choose other BUMP boards to keep your students focused on specific skills:

<i>Multiplication 2 – 9</i>	<i>Doubles (draw card 0-10 and double it)</i>
<i>Addition to 10 (roll two 0-5 dice and add together)</i>	<i>Doubles minus 1</i>
<i>Add 10 (draw cards 0-10 and add 10)</i>	<i>Doubles plus 1</i>

****See following page for an idea on using BUMP for a problem-solving challenge!****

Using a blank BUMP board for a problem-solving challenge:

Once students are familiar with the rules of BUMP, you can use a blank BUMP board to extend the mathematical thinking and reinforce nearly simple operations or algorithms.

Give students a blank BUMP board and the cards or dice you want them to use. Then give them the operation and ask *them* to figure out what numbers should be on the stars.

Some examples appear below. The trick is to make sure that the cards (or dice) that you provide students must have only 11 options.

Give students:	Operation ideas
Number cards 0-10	Add 14
	Doubles plus 4
	Multiply by 6, subtract 1
	Multiply by 5, add 3
	Multiply by $\frac{1}{2}$
Number cards 10 - 20	Add 7
	Subtract 9
	Doubles minus 20
	Multiply by 3
Number cards 0 – 100 by 10s (0, 10, 20, etc).	Multiply by 8
	Multiply by 4, add 2
	Divide by 5
Decimal cards by tenths 0 – 1 (0.0, 0.1, 0.2, etc)	Add 0.8
	Multiply by 3

BUMP!

OPERATION:

