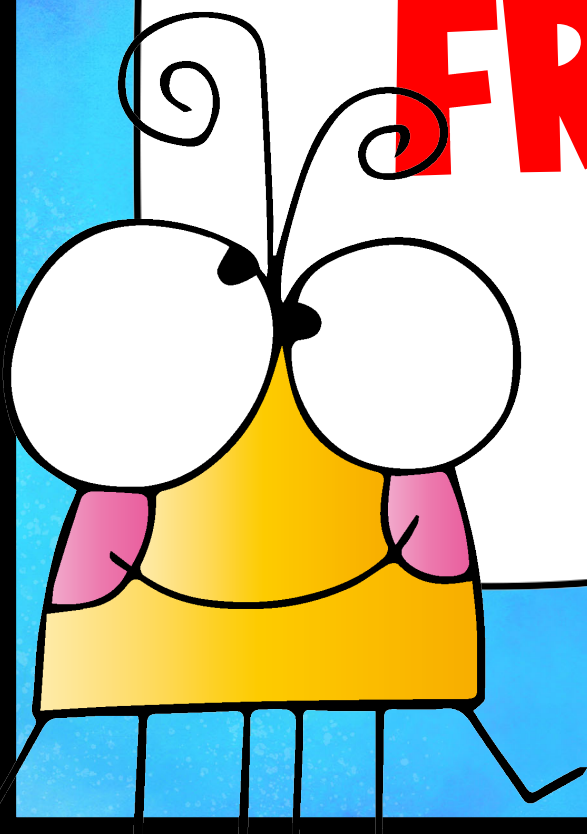


**NO PREP**

# Multiplication **BUMP** Games

**FREEBIE**

in Color and B&W



**GAMES 4 LEARNING**

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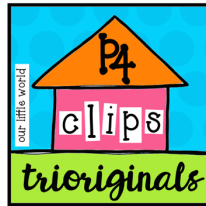
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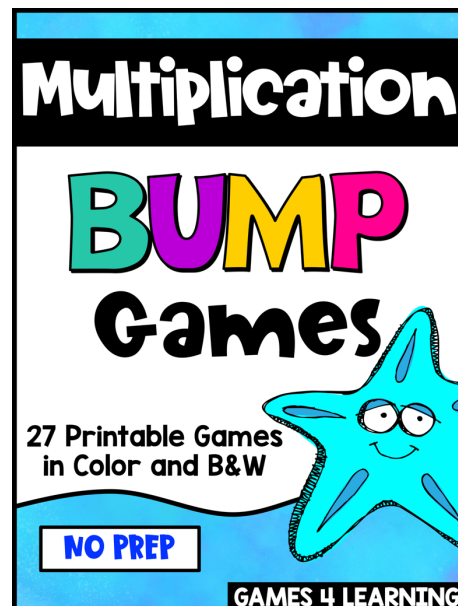
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**More Multiplication Bump Games are available in –**



# Preparing the Games

**PLEASE NOTE:** Each game comes in 2 different versions - a color version and a black and white version. A color version is supplied to create colorful, appealing board games. A black and white version is supplied as a more economical way to create the games.

## Preparing the Color Games

You have a few different options for using the color games.

**Print and Laminate** - Print each game board on white cardstock or on white paper and laminate.

**Use a Dry Erase Pocket or Sheet Protector** - Instead of laminating, the game board can be printed on card or paper and put into a dry erase pocket or sheet protector to make them more durable.

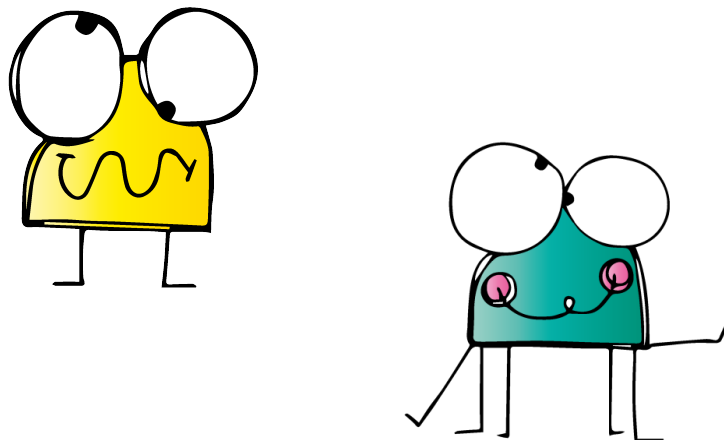
## Preparing the Black and White Games

There are also a few different options for using the black and white games. These are more economical to print as they use black ink instead of colored ink.

**Print on White** - Print each game board on white cardstock or on white paper and laminate. As an alternative to laminating, the game board can be placed in a dry erase pocket or sleeve protector. You can make the game more appealing by cutting around the edge and gluing the game board onto a sheet of colored paper or card.

**Print on White and Add Color** - To make an economical color game board, print the game board on white cardstock or on white paper then use colored markers or colored pencils to color it. Students can be involved in doing this. They will feel a sense of ownership as they actually help to 'create' the game board by coloring it. The game can then be laminated or placed in a dry erase pocket or sleeve protector to make it more durable.

**Print on Colored Paper or Card** - Another way to make the black and white games more appealing is to print them on colored card or colored paper.



# Using the Games

These Bump games require dice and counters to play. Each player will require counters in a different color. Some games require 10 sided dice. See below for more information on this.

## 10 Sided Dice

For games requiring 10 sided dice, you will need dice numbered from 1-10. If you have a 10 sided dice numbered 0-9, have students use the 0 as a 10. If you don't have any 10 sided dice you can:

- Have children draw from a deck of cards with the face cards removed and the aces counting as 1. This will give you 1-10.
- Use 2 dice and add them together. If a player rolls either 11 or 12, they can count this as 1.

These solutions work just as well as using a 10 sided dice.

Below are suggestions for different ways to use the games.

**Math Centers** - The games are ideal for math center activities.

**Game Time** - 10 or 15 minutes at the start of the day or end of a math session can be devoted to Game Time. If this is done daily, it provides great practice for developing fact fluency. Dice and counters can be stored in small containers or ziplock bags with enough for one game in each. This way they can be handed out quickly along with the game board.

**Display on Smartboard** - The games can also be used as whole class games by projecting a game onto a Smartboard. This is an ideal way to teach the class how to play the games.

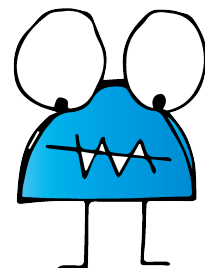
**Homework** - These games are ideal for homework. They are a fun alternative to regular homework and parents can be involved in playing the games with their children. This is really popular with the kids and the parents.

**Fast Finisher** - The games are perfect activities for those children who finish their work early. They can be kept in a box of games or on a shelf where the children can access them when they finish their work.

**Peer Tutoring** - These Board Games are a great activity for students to use to help each other. Pair a weaker student with a stronger student so students can 'tutor' others.

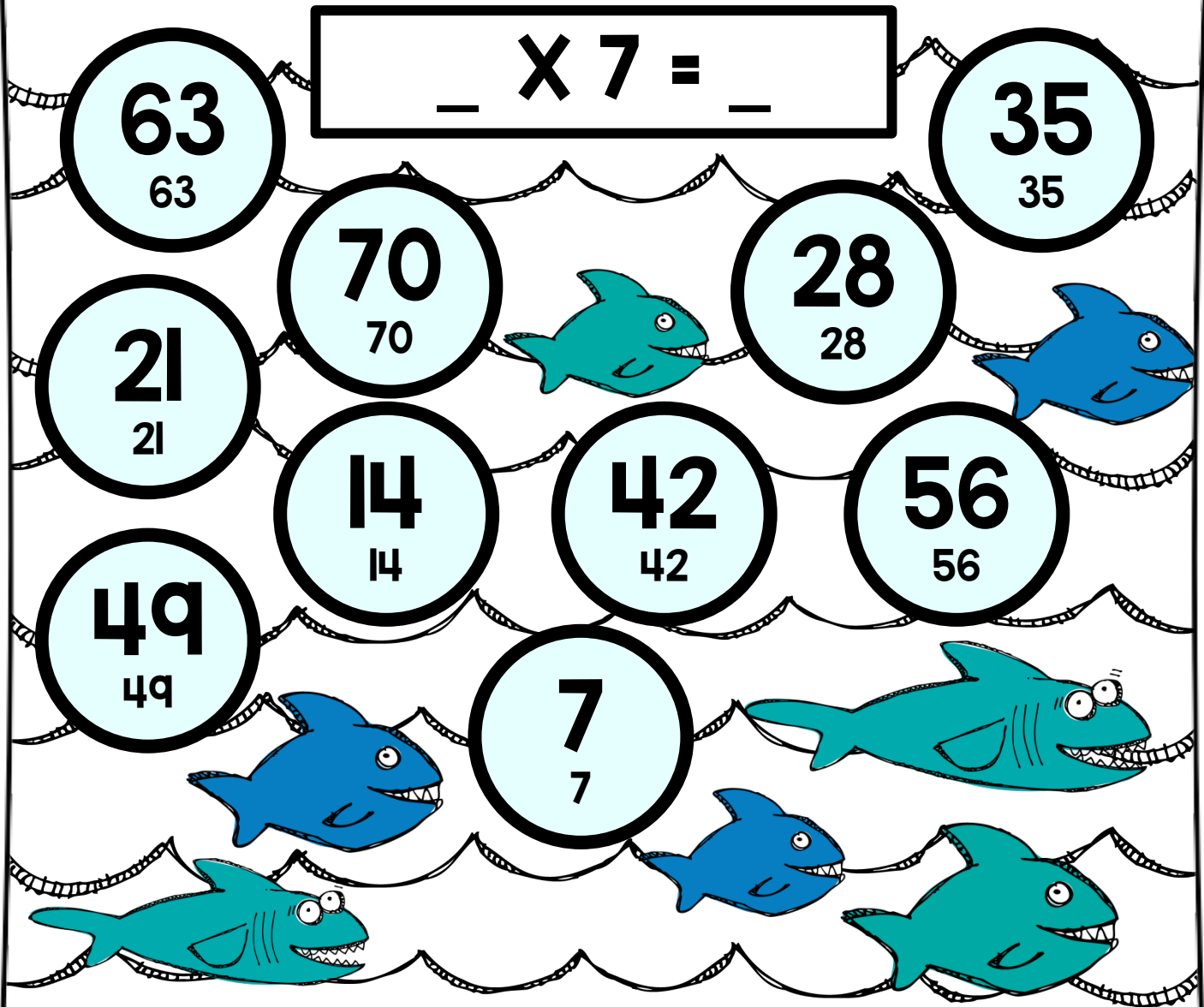
**Buddy Class Activity** - These games are ideal as a buddy class activity. The younger students can color and decorate black and white copies then 'teach' their older buddies how to play the game. Alternatively, the older students can color and decorate a game for their younger buddy.

**Summer Packet** - The games are also ideal as an 'end of year' gift for students to take home. Use these to create a Summer packet that students can use over summer.



# Seven Sharks Bump

Multiplication - Roll 1 **10 Sided Dice** and Multiply by 7



a game for 2 players

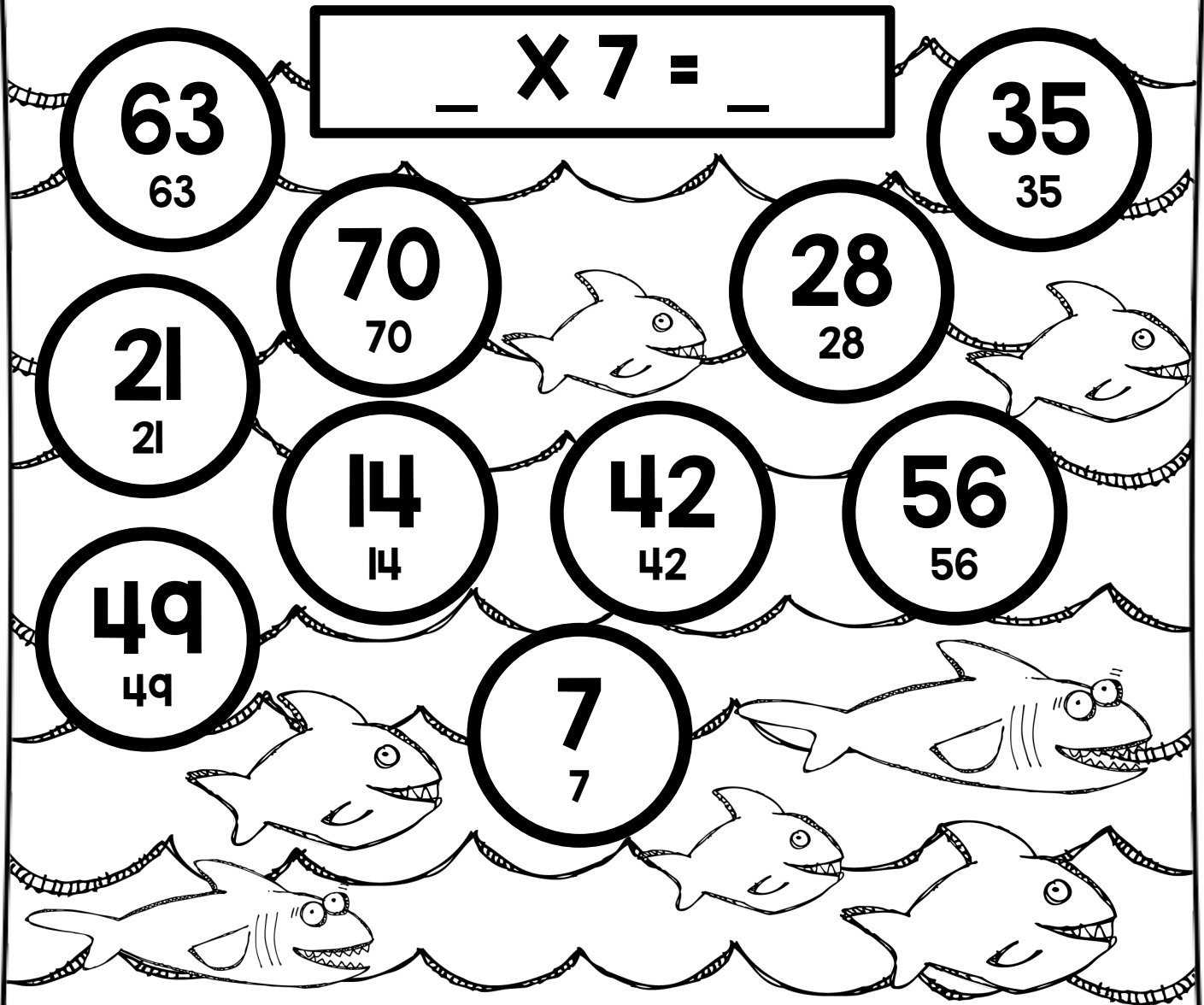
**Need:** 1 10 sided dice and 8 counters per player – each player uses a different color

**To Play:** Players take turns to roll the dice and then multiply the number by 7. The player then covers this number. For Example: If a player rolls 3, they would cover 21. If the other player has one counter on this number, they can 'bump' that counter off and put one of their own counters on it. You can only 'bump' when there is only one counter on the number. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space and no more counters can be added. The winner of the game is the first player to use all 8 of their counters.



# Seven Sharks Bump

Multiplication - Roll 1 **10 Sided Dice** and Multiply by 7



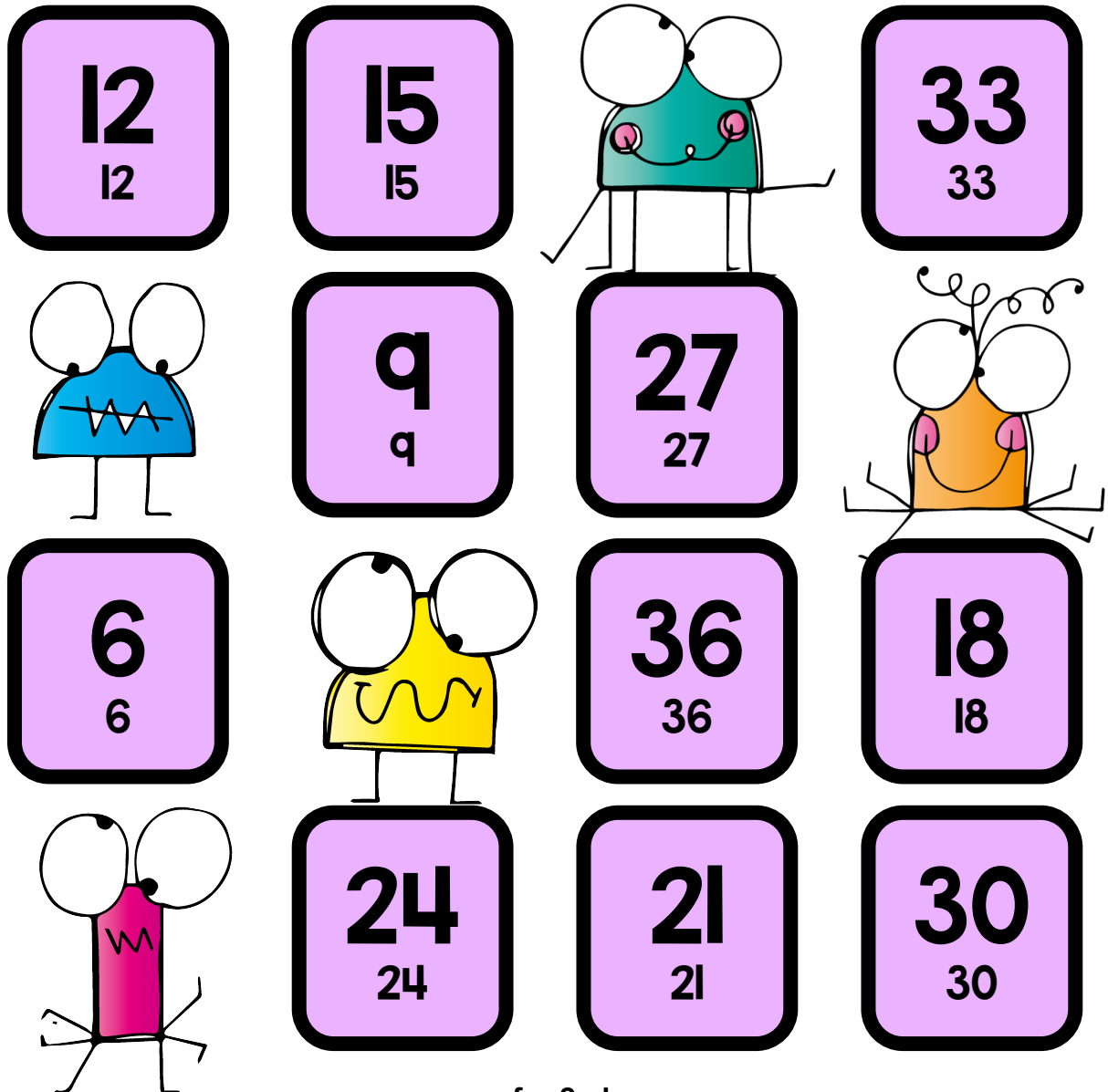
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# Monster Bump

Multiplication - Roll 2 and Multiply by 3



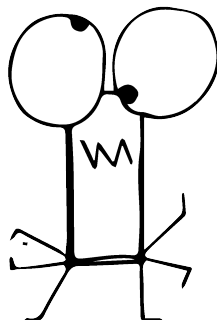
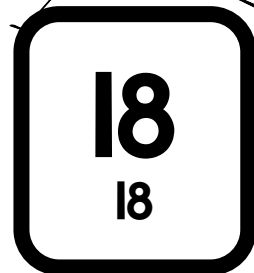
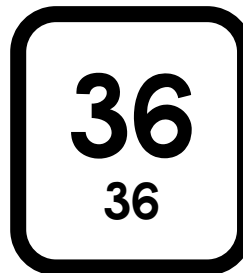
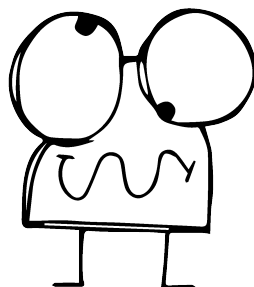
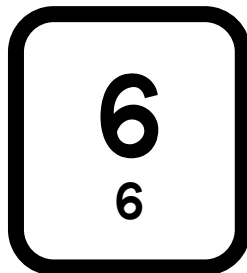
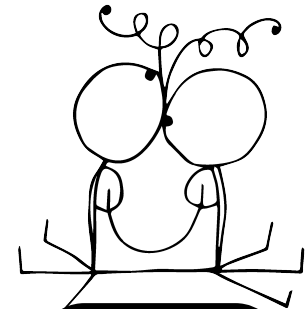
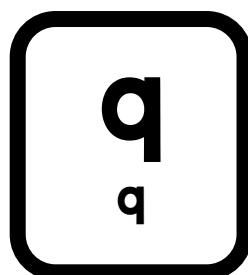
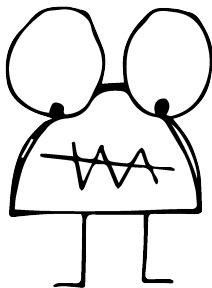
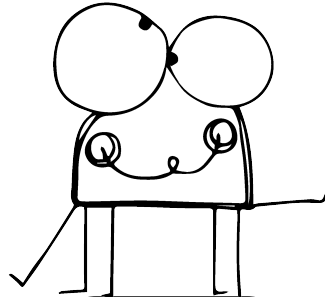
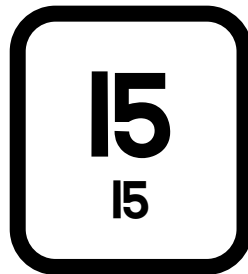
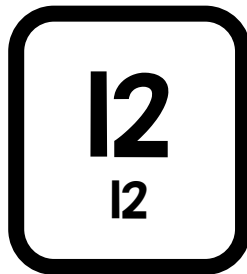
a game for 2 players

**Need:** 2 dice and 8 counters per player – each player uses a different color

**To Play:** Players take turns to roll the 2 dice, add the numbers together and then multiply the total by 3. The player then covers this number. For Example: If a player rolls 4 and 5, they would cover 27. If the other player has one counter on this number, they can 'bump' that counter off and put one of their own counters on it. You can only 'bump' when there is only one counter on the number. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space and no more counters can be added. The winner of the game is the first player to use all 8 of their counters.

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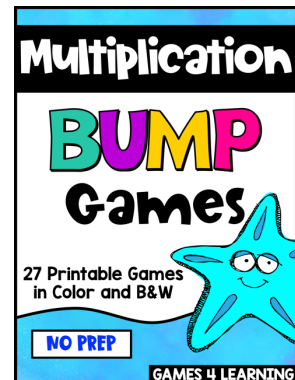
# Thank You!

I would like to take this opportunity to thank you for downloading Multiplication Bump Games Freebie and to wish you and your students lots of fun with these games!

Please consider leaving a comment and rating for the product.

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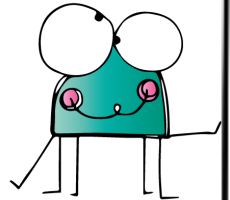
Teresa



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**Multiplication Bump Games includes the following 27 Games -**



Buzz Bump - Roll 2 Dice and Multiply

Two Turtles Bump - Roll 1 10 Sided Dice and Multiply by 2

Three Trees Bump - Roll 1 10 Sided Dice and Multiply by 3

Four Fish Bump - Roll 1 10 Sided Dice and Multiply by 4

Five Flowers Bump - Roll 1 10 Sided Dice and Multiply by 5

Six Snow Friends Bump - Roll 1 10 Sided Dice and Multiply by 6

Seven Starfish Bump - Roll 1 10 Sided Dice and Multiply by 7

Eight Elephants Bump - Roll 1 10 Sided Dice and Multiply by 8

Nine Numbers Bump - Roll 1 10 Sided Dice and Multiply by 9

Ten Tigers Bump - Roll 1 10 Sided Dice and Multiply by 10

Alien Bump - Roll 1 10 Sided Dice and Square It

Candy Bump - Roll 1 10 Sided Dice and Find a Multiple

Times 2 Bump - Roll 2 and Multiply by 2

Times 3 Bump - Roll 2 and Multiply by 3

Times 4 Bump - Roll 2 and Multiply by 4

Times 5 Bump - Roll 2 and Multiply by 5

Times 6 Bump - Roll 2 and Multiply by 6

Times 7 Bump - Roll 2 and Multiply by 7

Times 8 Bump - Roll 2 and Multiply by 8

Times 9 Bump - Roll 2 and Multiply by 9

Times 10 Bump - Roll 2 and Multiply by 10

Times 11 Bump - Roll 2 and Multiply by 11

Times 12 Bump - Roll 2 and Multiply by 12

Wet Weather Bump - Roll 2 Dice and Square the Total

Dragonfly Bump - Roll 2 10 Sided Dice and Multiply

Sailing Bump - Roll 2 and Find a Multiple

Great Gifts Bump - Roll 3, Add and Multiply

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