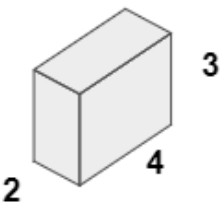
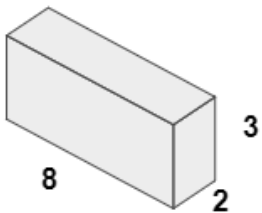
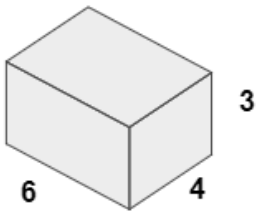
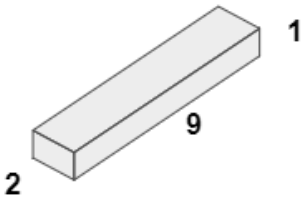
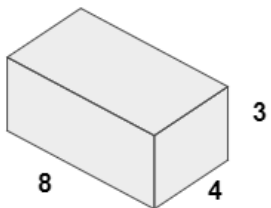
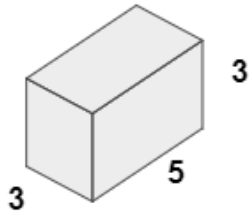
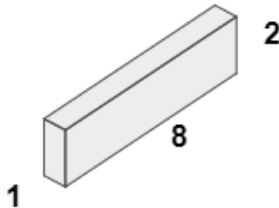
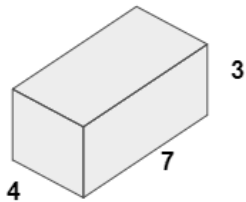
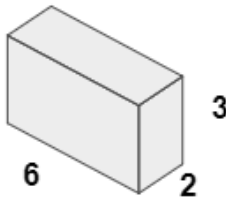
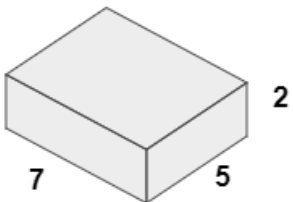
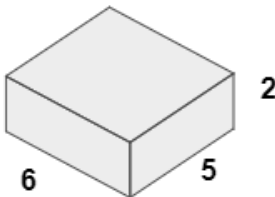


Sum ↓	Find the volume of each figure.		
		7	
2		8	
3		9	
4		10	
5		11	
6		12	

BUMP GAME



BUMP GAME DIRECTIONS

Supplies Needed: Each player needs 2 dice and 10 game pieces. Game pieces can be 2-sided, color counters, snap cubes, or any other pieces that allow each player to have a unique color. Each set of 2 opponents should share 1 game board.

Getting Started: To determine who goes first, each student should roll his or her dice and find the sum. The player with the greatest sum goes first. If there is a tie, roll again.

Playing the Game: The first player should again roll his or her dice and find the sum. Then, he or she should find that sum on the chart and perform the mathematical task in that row. Next, that player should use a marker to cover the corresponding answer on the top of the game board.

Next, the second player takes a turn. If the answer already has a marker on it, the player can bump the marker off of the board and replace it with his or her own marker. If a player has put two markers on a space, the space is locked and the markers can no longer be bumped.

Winning the Game: The first player to place all ten of his or her markers on the board is the winner. If time runs out before any player has placed all 10 pieces of the board, then the player with the most pieces on the board at that time is the winner.