



Just Add Task Cards



ROLL-N-BUMP



Roll-N-Bump Addition
Task Card Partner Game

Roll-N-Bump Multiplication
Task Card Game

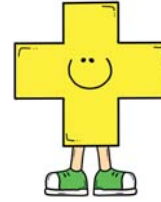
Roll-N-Bump Addition
Task Card Game

Roll-N-Bump Multiplication
Task Card Game

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Task Card Partner Game



Roll-N-Bump Task Card Game

by Laura Candler



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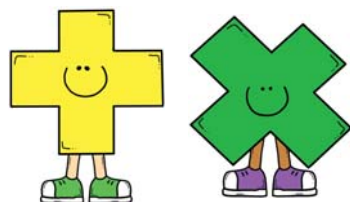
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Roll-N-Bump

Task Card
Partner Game

by Laura Candler



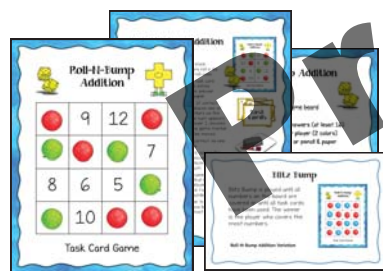
Roll-N-Bump is an exciting partner game that can be used in any subject area by adding your own task cards with questions to answer or problems to solve. Print the Roll-N-Bump game materials once, and you can use them over and over during the year by changing the task cards. Roll-N-Bump can be used in a whole group or small group setting with students working in pairs, and it also works great in a learning center.

A side benefit of Roll-N-Bump is that it fosters math fact fluency in a fun way. Players must correctly answer a question or solve a problem before rolling the dice. Depending on the game, players add or multiply the numbers and cover the sum or product on the game board with a colored game marker. If their opponent has already placed a colored marker on that number, the player may bump it off the board and cover the number with one of their own!

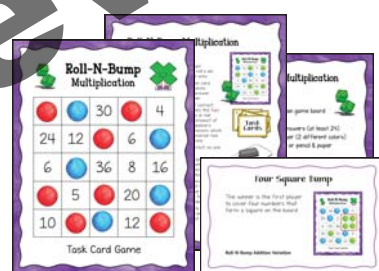
Roll-N-Bump Addition and Multiplication

Roll-N-Bump includes printable directions, materials lists, game boards, and cards with six different variations of the game. The addition materials are blue and the multiplication are purple to ensure that students use the right game board and directions for the activity. If you prefer not to print the materials in color, print the black and white versions of the materials on colored paper, or print them on white paper and ask your students to color the borders.

The addition and the multiplication versions are played in a similar way, but the game boards are slightly different. The addition board has only 16 numbers which include all the possible sums that can be obtained from rolling two 6-sided dice. The multiplication game board has 25 numbers which include all the possible products of multiplying the numbers on two dice. Both boards include a few duplicate numbers which will make the game extra fun to play!



Roll-N-Bump Addition



Roll-N-Bump Multiplication

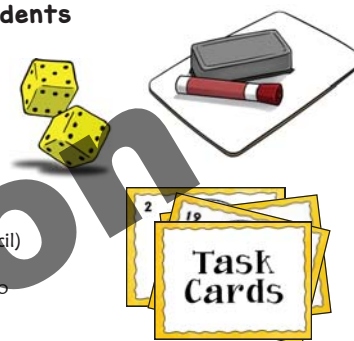
Game Materials Needed for 2 Students

Printables

- Roll-N-Bump directions
- Roll-N-Bump materials list
- Roll-N-Bump game board
- Bump Variation Cards (optional)

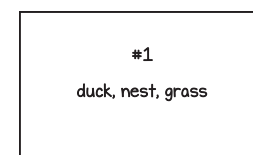
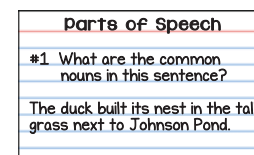
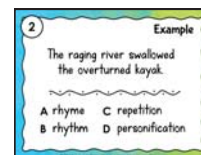
Additional Materials Needed

- 2 dice (numbered 1 to 6)
- Dry erase board and marker (or paper and pencil)
- Set of task cards with answers
- Bingo chips or other colored game markers (two colors, transparent if possible)



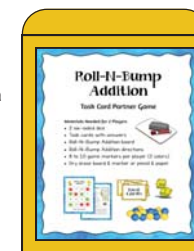
Adding Your Own Task Cards to Customize Roll-N-Bump

This game does not include ready-to-use task cards because it's designed to be played in any content area. You can purchase task cards on TpT, or you can make your own task cards using index cards. Number all cards sequentially, and write one problem or one question on the front of each card. Write the answers on the backs of the cards or create a separate answer key. You'll need at least 20 to 24 task cards depending on whether you're using the addition or the multiplication version of the game.



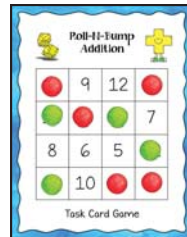
Roll-N-Bump Game Materials Storage

You may want to prepare packets of game materials to use in learning centers or just to keep all game materials together. For each packet, print one of the full-sized title pages and glue it to the front of a 9 x 12 envelope as shown. Place the game directions and game board inside, along with any of the other items that will fit such as the dice, colored bingo chips, task cards, and answer key.



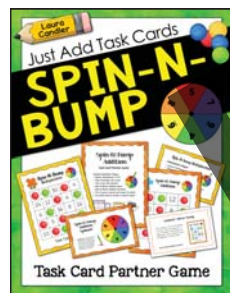
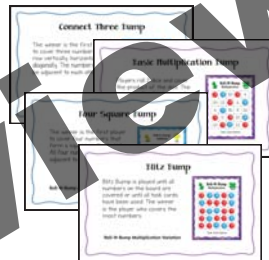
How to Introduce Roll-N-Bump

1. Introduce Roll-N-Bump in a whole group or small group setting before letting students play it in teams or learning centers. Decide whether to start with the addition or the multiplication version, and gather enough materials for students working in partners. You'll only need one set of task cards for the introductory lesson.
2. Give each pair one Roll-N-Bump game board and two dice. If you don't have enough dice, give them one die and ask them to roll it twice during the game. Each person will also need between 8 and 15 colored Bingo chips or game markers depending on which game is being played. Colored transparent Bingo chips work best because students can easily see the numbers on the game board, even when they are covered.
3. Display the Roll-N-Bump directions for the class, and ask everyone to roll one die to decide who goes first. High roller is Player 1.
4. Read the first task card aloud and ask Player 1 to write the answer on his or her dry erase board. When finished, Player 2 checks the answer. When everyone is ready, discuss the answer as a class.
5. Guide your students through the remaining directions, step-by-step, and walk around while they are working to be sure they understand how to play. Be sure to explain how and when students can "bump" their opponent's chip from the board, and what it takes to win the game.



Roll-N-Bump Game Variations

After your students have played Roll-N-Bump several times, they may enjoy other variations of the game. Both versions of Roll-N-Bump include six cards that describe different ways to play the game. You may want to introduce one variation at a time to prevent confusion. After you've introduced all variations, you can add the six cards to the game packets.



Spin-N-Bump (Advanced Math Facts)

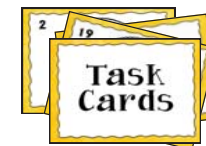
Roll-N-Bump uses two regular dice, so the addends and factors used in this game are limited to 1 through 6. If you'd like your students to practice more advanced math facts, check out the companion game, **Spin-N-Bump**, which includes a printable spinner numbered from 4 to 9. This product will be available soon in my TPT store, and both Task Card Bump games will be included in my Games for Task Cards Bundle.

Roll-N-Bump Addition

Task Card Partner Game

Materials Needed for 2 Players

- 2 six-sided dice
- Task cards with answers
- Roll-N-Bump Addition board
- Roll-N-Bump Addition directions
- 8 to 10 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



Roll-N-Bump Addition

Materials for 2 Players

- 2 dice (numbered 1 to 6)
- 1 Roll-N-Bump Addition game board
- Roll-N-Bump Directions
- Deck of task cards with answers (at least 16)
- 8 to 10 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



Roll-N-Bump Addition

Materials for 2 Players

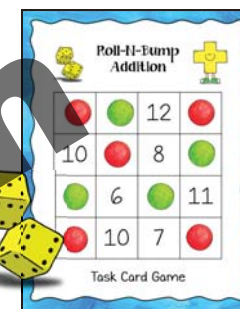
- 2 dice (numbered 1 to 6)
- 1 Roll-N-Bump Addition game board
- Roll-N-Bump Directions
- Deck of task cards with answers (at least 16)
- 8 to 10 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



Roll-N-Bump Addition

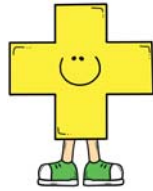
Basic Directions

1. Shuffle the task cards and stack them face down. Both players roll a die to see who plays first; high roll wins.
2. Player 1 turns over the top task card and reads it aloud. He or she solves the problem and records the answer on a dry erase board or on paper.
3. Player 2 checks the answer. If correct, Player 1 rolls both dice and places one of his or her colored game markers on the sum of the numbers. If the sum appears twice on the game board, Player 1 chooses which one to cover. After the game marker has been placed, it may not be moved.
4. If Player 1's answer is not correct, no one rolls the dice or places a chip.
5. Player 2 draws the next card, solves the problem, and records the answer. If correct, Player 2 rolls the dice and places one of his or her game markers on the sum.
6. Players take turns with remaining task cards. During the game, if either player rolls a sum that has already been covered, he or she may "bump" the other player's game marker from the board. If the sum appears in two places, the player may decide whether to cover an open number or to bump a game marker.
7. The winner is the first player to cover 5 numbers. If the time runs out or all task cards have been used, the winner is the player who has placed the most game markers on the board.





Roll-N-Bump Addition

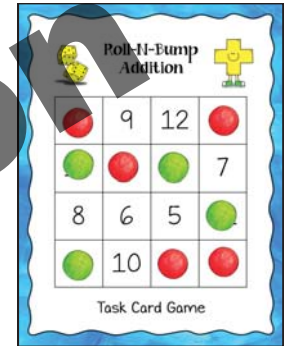


6	9	12	3
10	2	8	7
8	6	5	11
4	10	7	9

Task Card Game

Basic Addition Bump

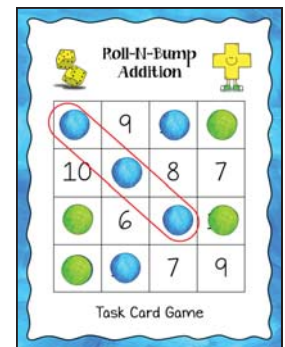
Players roll 2 dice and cover the sum of the dice. The winner is the first player to cover any five sums on the game board with his or her color game marker.



Roll-N-Bump Addition Variation

Connect Three Bump

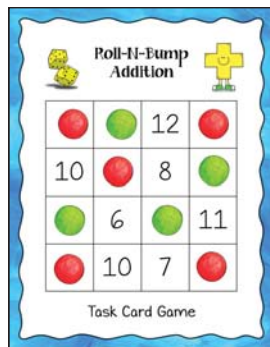
The winner is the first player to cover three numbers in a row vertically, horizontally, or diagonally. The numbers must be adjacent to each other.



Roll-N-Bump Addition Variation

Sum or Difference Bump

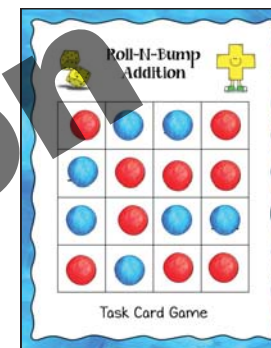
After rolling the dice, the player may choose to cover the sum or the difference of the numbers (as long as the difference is on the board). The winner is the first to cover any 5 numbers.



Roll-N-Bump Addition Variation

Blitz Bump

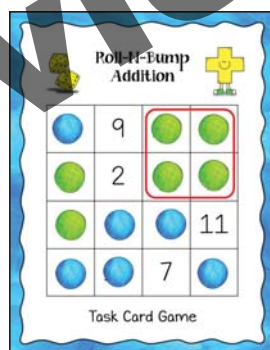
Blitz Bump is played until all numbers on the board are covered or until all task cards have been used. The winner is the player who covers the most numbers.



Roll-N-Bump Addition Variation

Four Square Bump

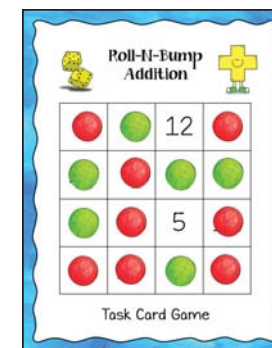
The winner is the first player to cover four numbers that form a square on the board. All four numbers must be adjacent to each other.



Roll-N-Bump Addition Variation

Addition Speed Bump

Speed Bump is played without task cards. Players take turns rolling the dice and covering the sum of the numbers. Play continues until all numbers are covered or until the time runs out. Winner is the player who covers the most numbers.



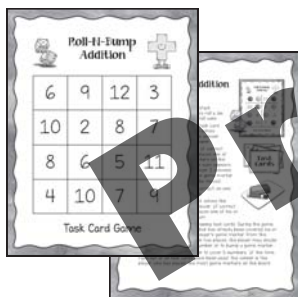
Roll-N-Bump Addition Variation

Roll-N-Bump Addition

Task Card Partner Game

Materials Needed for 2 Players

- 2 six-sided dice
- Task cards with answers
- Roll-N-Bump Addition board
- Roll-N-Bump Addition directions
- 8 to 10 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



Roll-N-Bump Addition

Materials for 2 Players

- 2 dice (numbered 1 to 6)
- 1 Roll-N-Bump Addition game board
- Roll-N-Bump Directions
- Deck of task cards with answers (at least 16)
- 8 to 10 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



Roll-N-Bump Addition

Materials for 2 Players

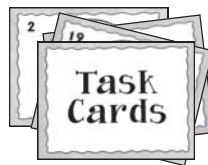
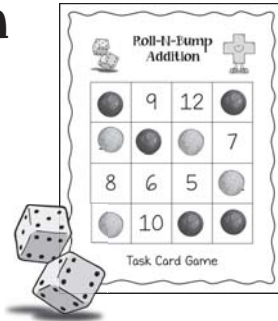
- 2 dice (numbered 1 to 6)
- 1 Roll-N-Bump Addition game board
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- Deck of task cards with answers (at least 16)
- 8 to 10 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



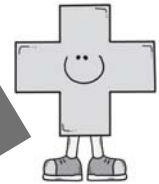
Roll-N-Bump Addition

Basic Directions

1. Shuffle the task cards and stack them face down. Both players roll a die to see who plays first; high roll wins.
2. Player 1 turns over the top task card and reads it aloud. He or she solves the problem and records the answer on a dry erase board or on paper.
3. Player 2 checks the answer. If correct, Player 1 rolls both dice and places one of his or her colored game markers on the sum of the numbers. If the sum appears twice on the game board, Player 1 chooses which one to cover. After the game marker has been placed, it may not be moved.
4. If Player 1's answer is not correct, no one rolls the dice or places a chip.
5. Player 2 draws the next card, solves the problem, and records the answer. If correct, Player 2 rolls the dice and places one of his or her game markers on the sum.
6. Players take turns with remaining task cards. During the game, if either player rolls a sum that has already been covered, he or she may "bump" the other player's game marker from the board. If the sum appears in two places, the player may decide whether to cover an open number or to bump a game marker.
7. The winner is the first player to cover 5 numbers. If the time runs out or all task cards have been used, the winner is the player who has placed the most game markers on the board.



Roll-N-Bump Addition

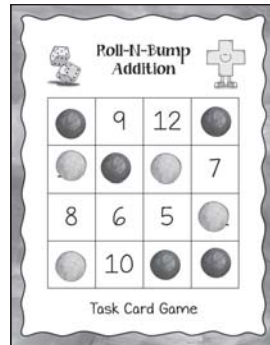


6	9	12	3
10	2	8	7
8	6	5	11
4	10	7	9

Task Card Game

Basic Addition Bump

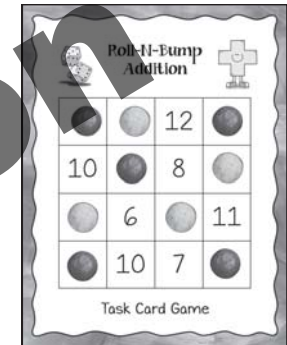
Players roll 2 dice and cover the sum of the dice. The winner is the first player to cover any five sums on the game board with his or her color game marker.



Roll-N-Bump Addition Variation

Sum or Difference Bump

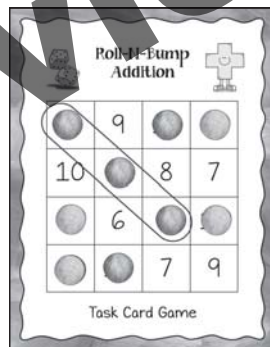
After rolling the dice, the player may choose to cover the sum or the difference of the numbers (as long as the difference is on the board). The winner is the first to cover any 5 numbers.



Roll-N-Bump Addition Variation

Connect Three Bump

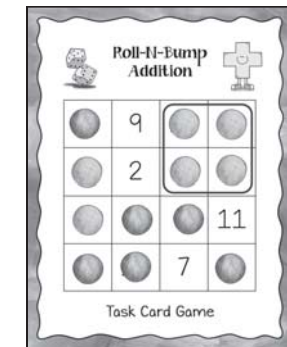
The winner is the first player to cover three numbers in a row vertically, horizontally, or diagonally. The numbers must be adjacent to each other.



Roll-N-Bump Addition Variation

Four Square Bump

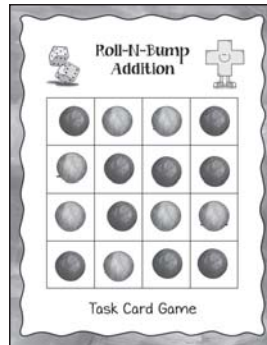
The winner is the first player to cover four numbers that form a square on the board. All four numbers must be adjacent to each other.



Roll-N-Bump Addition Variation

Blitz Bump

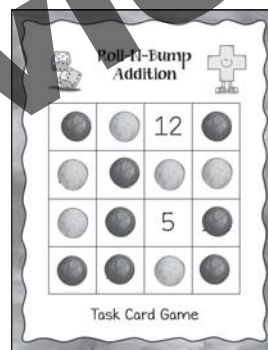
Blitz Bump is played until all numbers on the board are covered or until all task cards have been used. The winner is the player who covers the most numbers.



Roll-N-Bump Addition Variation

Addition Speed Bump

Speed Bump is played without task cards. Players take turns rolling the dice and covering the sum of the numbers. Play continues until all numbers are covered or until the time runs out. Winner is the player who covers the most numbers.



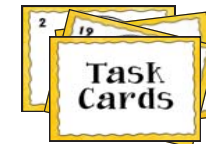
Roll-N-Bump Addition Variation

Roll-N-Bump Multiplication

Task Card Partner Game

Materials Needed for 2 Players

- 2 six-sided dice
- Task cards with answers
- Roll-N-Bump Multiplication board
- Roll-N-Bump Multiplication directions
- 10 to 15 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



Roll-N-Bump Multiplication

Materials for 2 Players

- 2 dice (numbered 1 to 6)
- 1 Roll-N-Bump Multiplication game board
- Roll-N-Bump Directions
- Deck of task cards with answers (at least 24)
- 15 game markers per player (2 different colors)
- Dry erase board & marker or pencil & paper



Roll-N-Bump Multiplication

Materials for 2 Players

- 2 dice (numbered 1 to 6)
- 1 Roll-N-Bump Multiplication game board
- Roll-N-Bump Directions
- Deck of task cards with answers (at least 24)
- 15 game markers per player (2 different colors)
- Dry erase board & marker or pencil & paper



Roll-N-Bump Multiplication

Directions

1. Shuffle the task cards and stack them face down. Both players roll a die to see who plays first; high roll wins.
2. Player 1 turns over the top task card and reads it aloud. He or she solves the problem and records the answer on a dry erase board or on paper.
3. Player 2 checks the answer. If correct, Player 1 rolls both dice, multiplies the two numbers, and places one of his or her colored game markers on the product of the numbers. If the product appears twice on the board, Player 1 chooses which one to cover. After the game marker has been placed, it may not be moved.
4. If Player 1's answer is not correct, no one rolls the dice or places a chip.
5. Player 2 draws the next card, solves the problem, and records the answer. If correct, Player 2 rolls the dice and places one of his or her game markers on the product.
6. Players take turns with the remaining task cards. During the game, if a player rolls a product that has already been covered, he or she may "bump" the other player's marker from the board. If the product appears twice, the player may decide whether to cover an open number or to bump a game marker.
7. The winner is the first player to cover 7 numbers. If the time runs out or all task cards have been used, the winner is the player who has placed the most game markers on the board.





Roll-N-Bump Multiplication

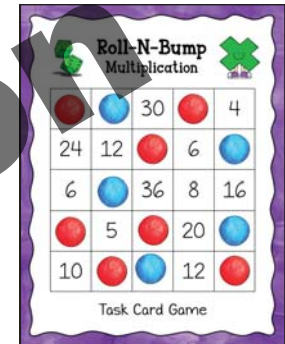


1	16	30	9	4
24	12	2	6	15
6	20	36	8	16
30	5	15	20	3
10	18	4	12	25

Task Card Game

Basic Multiplication Bump

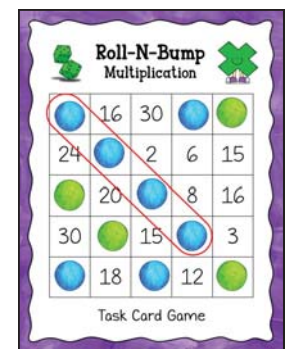
Players roll 2 dice and cover the product of the dice. The winner is the first player to cover any seven products on the game board with his or her colored game marker.



Roll-N-Bump Multiplication Variation

Connect Four Bump

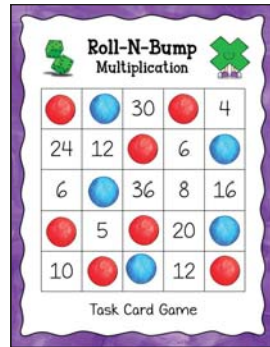
The winner is the first player to cover four numbers in a row vertically, horizontally, or diagonally. The numbers must be adjacent to each other.



Roll-N-Bump Multiplication Variation

Product or Sum Bump

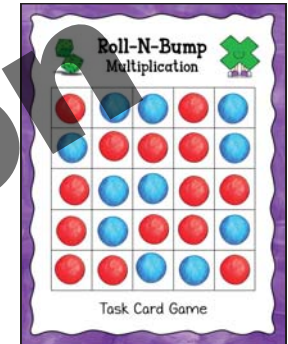
After rolling the dice, the player may choose to cover the product or the sum of the numbers (as long as the sum is on the board). The winner is the first to cover any seven numbers.



Roll-N-Bump Multiplication Variation

Blitz Bump

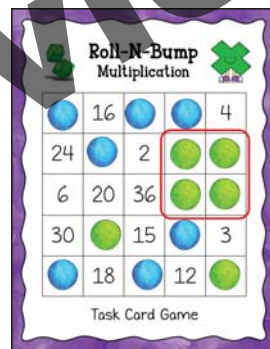
Blitz Bump is played until all numbers on the board are covered or until all task cards have been used. The winner is the player who covers the most numbers.



Roll-N-Bump Multiplication Variation

Four Square Bump

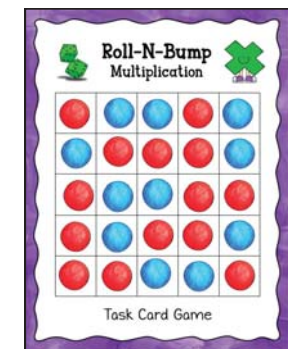
The winner is the first player to cover four numbers that form a square on the board.



Roll-N-Bump Multiplication Variation

Multiplication Speed Bump

Speed Bump is played without task cards. Players take turns rolling the dice and covering the product of the numbers. Play continues until all numbers are covered or until the time runs out. Winner is the player who covers the most numbers.



Roll-N-Bump Multiplication Variation

Roll-N-Bump Multiplication

Task Card Partner Game

Materials Needed for 2 Players

- 2 six-sided dice
- Task cards with answers
- Roll-N-Bump Multiplication board
- Roll-N-Bump Multiplication directions
- 10 to 15 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



Roll-N-Bump Multiplication

Materials for 2 Players

- 2 dice (numbered 1 to 6)
- 1 Roll-N-Bump Multiplication game board
- Roll-N-Bump Directions
- Deck of task cards with answers (at least 24)
- 15 game markers per player (2 different colors)
- Dry erase board & marker or pencil & paper



Roll-N-Bump Multiplication

Materials for 2 Players

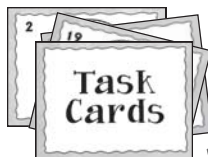
- 2 dice (numbered 1 to 6)
- 1 Roll-N-Bump Multiplication game board
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- Deck of task cards with answers (at least 24)
- 15 game markers per player (2 different colors)
- Dry erase board & marker or pencil & paper



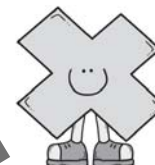
Roll-N-Bump Multiplication

Directions

1. Shuffle the task cards and stack them face down. Both players roll a die to see who plays first; high roll wins.
2. Player 1 turns over the top task card and reads it aloud. He or she solves the problem and records the answer on a dry erase board or on paper.
3. Player 2 checks the answer. If correct, Player 1 rolls both dice, multiplies the two numbers, and places one of his or her colored game markers on the product of the numbers. If the product appears twice on the board, Player 1 chooses which one to cover. After the game marker has been placed, it may not be moved.
4. If Player 1's answer is not correct, no one rolls the dice or places a chip.
5. Player 2 draws the next card, solves the problem, and records the answer. If correct, Player 2 rolls the dice and places one of his or her game markers on the product.
6. Players take turns with the remaining task cards. During the game, if a player rolls a product that has already been covered, he or she may "bump" the other player's marker from the board. If the product appears twice, the player may decide whether to cover an open number or to bump a game marker.
7. The winner is the first player to cover 7 numbers. If the time runs out or all task cards have been used, the winner is the player who has placed the most game markers on the board.



Roll-N-Bump Multiplication

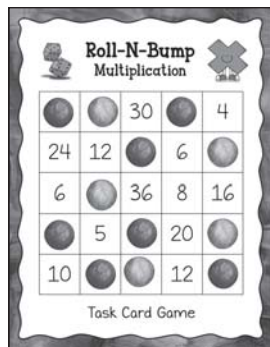


1	16	30	9	4
24	12	2	6	15
6	20	36	8	16
30	5	15	20	3
10	18	4	12	25

Task Card Game

Basic Multiplication Bump

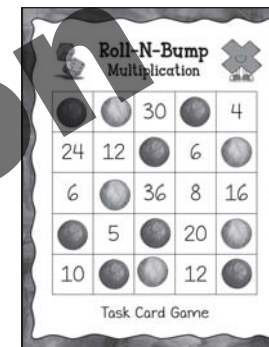
Players roll 2 dice and cover the product of the dice. The winner is the first player to cover any seven products on the game board with his or her colored game marker.



Roll-N-Bump Multiplication Variation

Product or Sum Bump

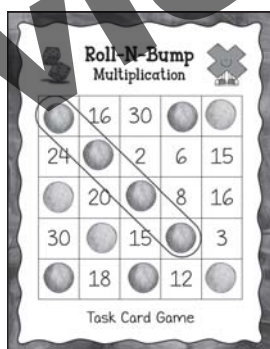
After rolling the dice, the player may choose to cover the product or the sum of the numbers (as long as the sum is on the board). The winner is the first to cover any seven numbers.



Roll-N-Bump Multiplication Variation

Connect Four Bump

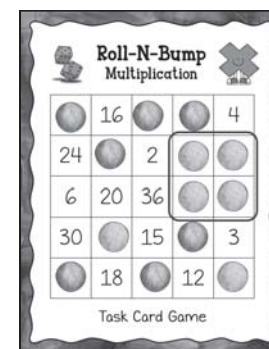
The winner is the first player to cover four numbers in a row vertically, horizontally, or diagonally. The numbers must be adjacent to each other.



Roll-N-Bump Multiplication Variation

Four Square Bump

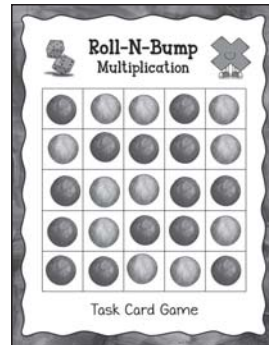
The winner is the first player to cover four numbers that form a square on the board.



Roll-N-Bump Multiplication Variation

Blitz Bump

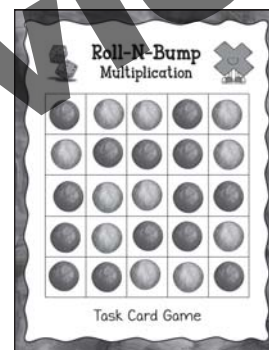
Blitz Bump is played until all numbers on the board are covered or until all task cards have been used. The winner is the player who covers the most numbers.



Roll-N-Bump Multiplication Variation

Multiplication Speed Bump

Speed Bump is played without task cards. Players take turns rolling the dice and covering the product of the numbers. Play continues until all numbers are covered or until the time runs out. Winner is the player who covers the most numbers.



Roll-N-Bump Multiplication Variation

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