

Laura Candler

Just Add Task Cards

SPIN-N-BUMP

Task Card Partner Game

Spin-N-Bump Task Card Game

by Laura Candler

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Spin-N-Bump Task Card Partner Game

by Laura Candler

Spin-N-Bump is an exciting partner game that can be used in any subject area. To customize the game, add task cards with questions or problems related to your curriculum. You'll only have to print the Spin-N-Bump game materials once, and you can use them throughout the year simply by changing the task cards. Spin-N-Bump can be used in a whole group or small group setting with students working in pairs, and the game also works great in a learning center.

A side benefit of Spin-N-Bump is that it fosters math fact fluency in a fun way. Players must correctly answer a question or solve a problem before spinning the game spinner twice. 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 and cover the number with one of their own!

Spin-N-Bump Addition and Multiplication

Spin-N-Bump includes printable directions, materials lists, game boards, a spinner with numbers from 4 to 9, and cards with six different variations of the game. The addition materials are orange and the multiplication are yellow to ensure that students use the right game board and directions for the activity. If you prefer not to print in color, print the black and white versions of the materials on colored paper, or print them on white paper and 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 adding the numbers on the spinner. The multiplication game board has 25 numbers which include all the possible products of the numbers. Both boards include a few duplicate numbers which will make the game extra fun to play!

Spin-N-Bump Addition **Spin-N-Bump Multiplication**

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Game Materials Needed for 2 Students

Printables

- Spinner (numbered 4 to 9)
- Spin-N-Bump directions
- Spin-N-Bump materials list
- Spin-N-Bump game board
- Bump Variation Cards (optional)

Additional Materials Needed

- Pencil and paper clip for spinner
- 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 Spin-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.

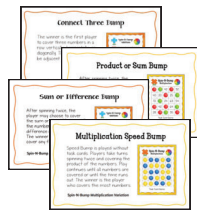
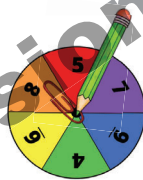
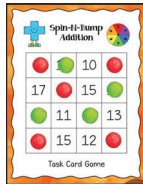
Spin-N-Bump Game Materials Storage

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 materials lists and glue it to the front of a 9 x 12 envelope as shown. Place the game directions, game board, and spinner inside, along with any other items that will fit such as the paper clip for the spinner, colored bingo chips, task cards, and the answer key.

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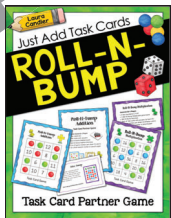
How to Introduce Spin-N-Bump

1. Introduce Spin-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 Spin-N-Bump game board, a game spinner, and a paper clip. 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 Spin-N-Bump directions for the class, and show your students how to use the spinner. Position a pencil and a paper clip as shown. Flick the spinner and make sure it goes around the pencil one full rotation before stopping on a number. The person who spins the higher number goes first.
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 game marker from the board, and what it takes to win the game.



Spin-N-Bump Game Variations

After your students have played Spin-N-Bump several times, they may enjoy other variations of the game. Both versions of Spin-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.



Roll-N-Bump (Easier Math Facts)

Spin-N-Bump was designed as a way for students to practice the most challenging addition and multiplication facts which are the sums and products created by the numbers from 4 to 9. If these are too challenging, check out **Roll-N-Bump**, a similar game that uses two dice numbered from 1 to 6.

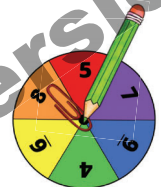
[Click here to find Roll-N-Bump in my TpT store.](#)

Spin-N-Bump Addition

Task Card Partner Game

Materials Needed for 2 Players

- Spinner (Numbered 4 to 9)
- Pencil and paper clip to spin
- Task cards with answers
- Spin-N-Bump Addition board
- Spin-N-Bump Addition directions
- 8 to 10 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



Spin-N-Bump Addition

Materials for 2 Players

- Spinner (Numbered 4 to 9)
- Pencil and paper clip to spin
- Task cards with answers
- Spin-N-Bump Addition board
- Spin-N-Bump Addition directions
- 8 to 10 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



Spin-N-Bump Addition Spinner

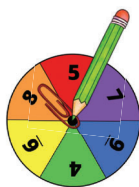
Directions: Put the paper clip on the spinner with one end over the center dot. Place the pencil's point on the dot. Flick the paper clip so that it spins around the pencil at least one time before stopping on a number. Record the number and spin again.



Spin-N-Bump Addition

Materials for 2 Players

- Spinner (Numbered 4 to 9)
- Pencil and paper clip to spin
- Task cards with answers
- Spin-N-Bump Addition board
- Spin-N-Bump Addition directions
- 8 to 10 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



Spin-N-Bump Addition Spinner

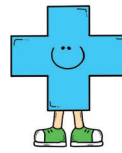
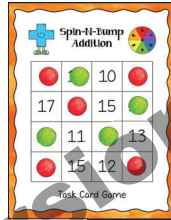
Directions: Put the paper clip on the spinner with one end over the center dot. Place the pencil's point on the dot. Flick the paper clip so that it spins around the pencil at least one time before stopping on a number. Record the number and spin again.



Spin-N-Bump Addition

Basic Directions

1. Shuffle the task cards and stack them face down. Both players spin to see who plays first, higher number is Player 1.
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 spins the spinner twice, adds the numbers, and places one of his or her colored game markers on the sum. If the sum appears twice, 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 spins the spinner or places a game marker.
5. Player 2 draws the next card, solves the problem, and records the answer. If correct, Player 2 spins twice and places one of his or her game markers on the sum.
6. Players take turns with remaining task cards. After each player spins, if the sum of the numbers has already been covered, the player 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.



Spin-N-Bump Addition

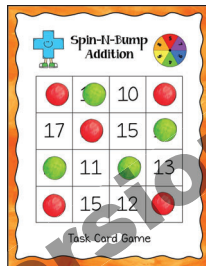


8	13	10	14
17	10	15	12
16	11	18	13
9	15	12	14

Task Card Game

Basic Addition Bump

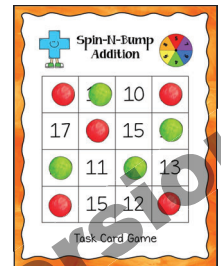
Players spin twice and cover the sum of the dice. The winner is the first player to cover any five sums on the game board with his or her colored game marker.



Spin-N-Bump Addition Variation

Sum or Difference Bump

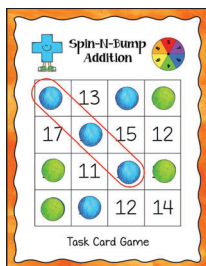
After spinning twice, the player may choose to cover the sum or the difference of the numbers (as long as the difference is on the board). The winner is the first to cover any five numbers.



Spin-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.



Spin-N-Bump Addition Variation

Four Square Bump

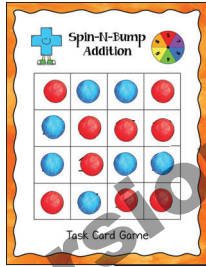
The winner is the first player to cover four numbers that form a square on the board. All four numbers must be adjacent to each other.



Spin-N-Bump Addition Variation

Blitz Bump

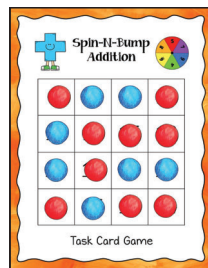
Blitz Bump is played until all numbers on the board are covered or until all task cards have been used. The winner is the player who covers the most numbers.



Spin-N-Bump Addition Variation

Addition Speed Bump

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



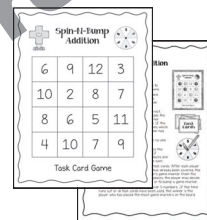
Spin-N-Bump Addition Variation

Spin-N-Bump Addition

Task Card Partner Game

Materials Needed for 2 Players

- Spinner (Numbered 4 to 9)
- Pencil and paper clip to spin
- Task cards with answers
- Spin-N-Bump Addition board
- Spin-N-Bump Addition directions
- 8 to 10 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



Spin-N-Bump Addition

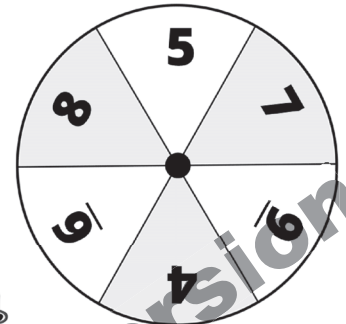
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- Task cards with answers
- Spin-N-Bump Addition board
- Spin-N-Bump Addition directions
- 8 to 10 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



Spin-N-Bump Addition Spinner

Directions: Put the paper clip on the spinner with one end over the center dot. Place the pencil's point on the dot. Flick the paper clip so that it spins around the pencil at least one time before stopping on a number. Record the number and spin again.



Spin-N-Bump Addition

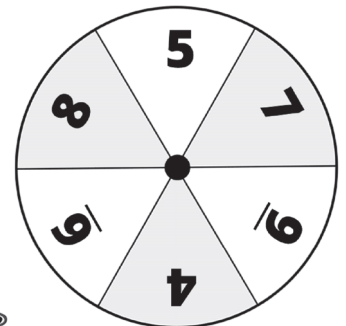
Materials for 2 Players

- Spinner (Numbered 4 to 9)
- Pencil and paper clip to spin
- Task cards with answers
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Spin-N-Bump Addition Spinner

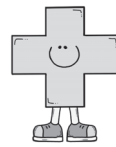
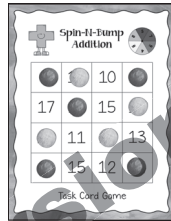
Directions: Put the paper clip on the spinner with one end over the center dot. Place the pencil's point on the dot. Flick the paper clip so that it spins around the pencil at least one time before stopping on a number. Record the number and spin again.



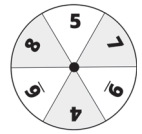
Spin-N-Bump Addition

Basic Directions

1. Shuffle the task cards and stack them face down. Both players spin to see who plays first, higher number is Player 1.
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 spins the spinner twice, adds the numbers, and places one of his or her colored game markers on the sum. If the sum appears twice, 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 spins the spinner or places a game marker.
5. Player 2 draws the next card, solves the problem, and records the answer. If correct, Player 2 spins twice and places one of his or her game markers on the sum.
6. Players take turns with remaining task cards. After each player spins, if the sum of the numbers has already been covered, the player 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.



Spin-N-Bump Addition

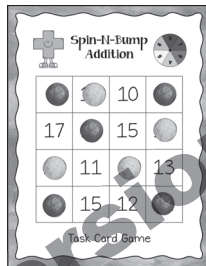


8	13	10	14
17	10	15	12
16	11	18	13
9	15	12	14

Task Card Game

Basic Addition Bump

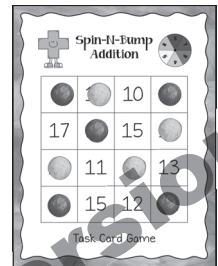
Players spin twice and cover the sum of the dice. The winner is the first player to cover any five sums on the game board with his or her colored game marker.



Spin-N-Bump Addition Variation

Sum or Difference Bump

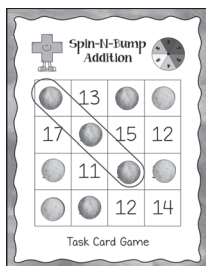
After spinning twice, the player may choose to cover the sum or the difference of the numbers (as long as the difference is on the board). The winner is the first to cover any five numbers.



Spin-N-Bump Addition Variation

Connect Three Bump

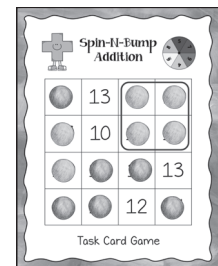
The winner is the first player to cover three numbers in a row vertically, horizontally, or diagonally. The numbers must be adjacent to each other.



Spin-N-Bump Addition Variation

Four Square Bump

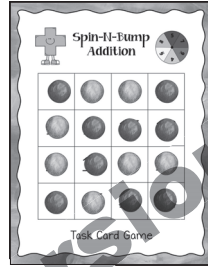
The winner is the first player to cover four numbers that form a square on the board. All four numbers must be adjacent to each other.



Spin-N-Bump Addition Variation

Blitz Bump

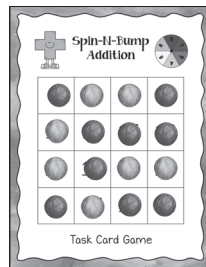
Blitz Bump is played until all numbers on the board are covered or until all task cards have been used. The winner is the player who covers the most numbers.



Spin-N-Bump Addition Variation

Addition Speed Bump

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



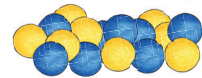
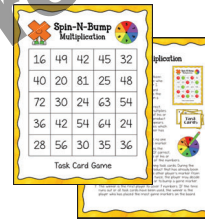
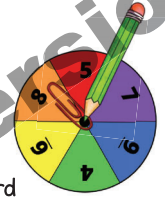
Spin-N-Bump Addition Variation

Spin-N-Bump Multiplication

Task Card Partner Game

Materials Needed for 2 Players

- Spinner (Numbered 4 to 9)
- Pencil and paper clip to spin
- Task cards with answers
- Spin-N-Bump Multiplication board
- Spin-N-Bump Multiplication directions
- 10 to 15 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



Spin-N-Bump Multiplication

Materials for 2 Players

- Spinner (Numbered 4 to 9)
- Pencil and paper clip to spin
- Task cards with answers
- Spin-N-Bump Multiplication board
- Spin-N-Bump Multiplication directions
- 10 to 15 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



Spin-N-Bump Multiplication Spinner

Directions: Put the paper clip on the spinner with one end over the center dot. Place the pencil's point on the dot. Flick the paper clip so that it spins around the pencil at least one time before



Spin-N-Bump Multiplication

Materials for 2 Players

- Spinner (Numbered 4 to 9)
- Pencil and paper clip to spin
- Task cards with answers
- Spin-N-Bump Multiplication board
- Spin-N-Bump Multiplication directions
- 10 to 15 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



Spin-N-Bump Multiplication Spinner

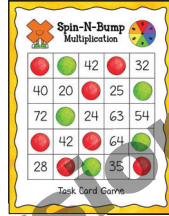
Directions: Put the paper clip on the spinner with one end over the center dot. Place the pencil's point on the dot. Flick the paper clip so that it spins around the pencil at least one time before stopping on a number. Record the number and spin again.



Spin-N-Bump Multiplication

Directions

1. Shuffle the task cards and stack them face down. Both players spin to see who plays first; higher number is Player 1.
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 spins the spinner twice, 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 spins the spinner or places a game marker.
5. Player 2 draws the next card, solves the problem, and records the answer. If correct, Player 2 spins twice and places one of his or her game markers on the product of the numbers.
6. Players take turns with the remaining task cards. During the game, if a player ends up with 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.



Spin-N-Bump Multiplication

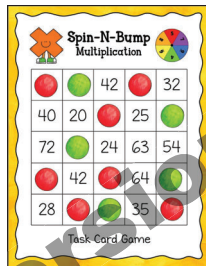


16	49	42	45	32
40	20	81	25	48
72	30	24	63	54
36	42	54	64	24
28	56	30	35	36

Task Card Game

Basic Multiplication Bump

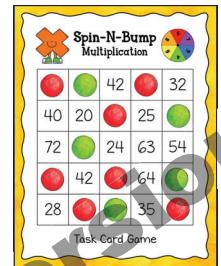
Players spin twice and cover the product of the numbers. The winner is the first player to cover any seven products on the game board with his or her colored game marker.



Spin-N-Bump Multiplication Variation

Product or Sum Bump

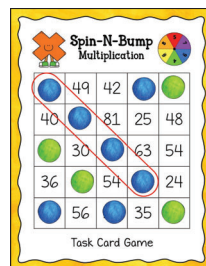
After spinning twice, the player may choose to cover the product or the sum of the numbers (as long as the sum is on the board). The winner is the first to cover any seven numbers.



Spin-N-Bump Multiplication Variation

Connect Four Bump

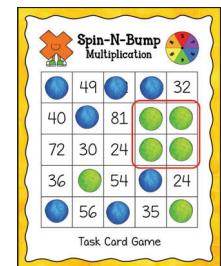
The winner is the first player to cover four numbers in a row vertically, horizontally, or diagonally. The numbers must be adjacent to each other.



Spin-N-Bump Multiplication Variation

Four Square Bump

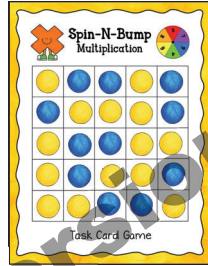
The winner is the first player to cover four numbers that form a square on the board. The numbers must be adjacent to each other.



Spin-N-Bump Multiplication Variation

Blitz Bump

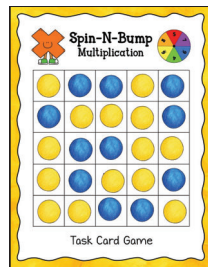
Blitz Bump is played until all numbers on the board are covered or until all task cards have been used. The winner is the player who covers the most numbers.



Spin-N-Bump Multiplication Variation

Multiplication Speed Bump

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



Spin-N-Bump Multiplication Variation

Spin-N-Bump Multiplication

Task Card Partner Game

Materials Needed for 2 Players

- Spinner (Numbered 4 to 9)
- Pencil and paper clip to spin
- Task cards with answers
- Spin-N-Bump Multiplication board
- Spin-N-Bump Multiplication directions
- 10 to 15 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



Spin-N-Bump Multiplication

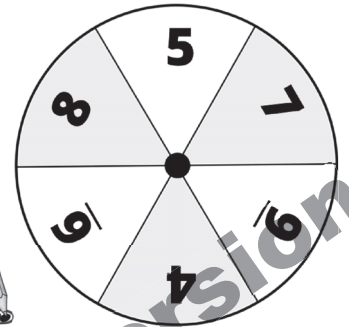
Materials for 2 Players

- Spinner (Numbered 4 to 9)
- Pencil and paper clip to spin
- Task cards with answers
- Spin-N-Bump Multiplication board
- Spin-N-Bump Multiplication directions
- 10 to 15 game markers per player (2 colors)
- Dry erase board & marker or pencil & paper



Spin-N-Bump Multiplication Spinner

Directions: Put the paper clip on the spinner with one end over the center dot. Place the pencil's point on the dot. Flick the paper clip so that it spins around the pencil at least one time before stopping on a number. Record the number and spin again.



Spin-N-Bump Multiplication

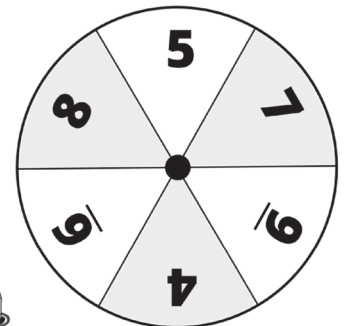
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Spin-N-Bump Multiplication Spinner

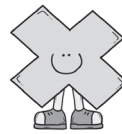
Directions: Put the paper clip on the spinner with one end over the center dot. Place the pencil's point on the dot. Flick the paper clip so that it spins around the pencil at least one time before stopping on a number. Record the number and spin again.



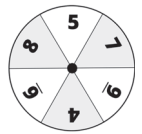
Spin-N-Bump Multiplication

Directions

1. Shuffle the task cards and stack them face down. Both players spin to see who plays first; higher number is Player 1.
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 spins the spinner twice, 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 spins the spinner or places a game marker.
5. Player 2 draws the next card, solves the problem, and records the answer. If correct, Player 2 spins twice and places one of his or her game markers on the product of the numbers.
6. Players take turns with the remaining task cards. During the game, if a player ends up with 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.



Spin-N-Bump Multiplication

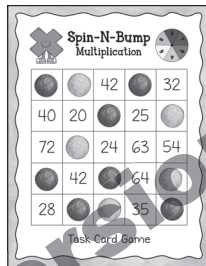


16	49	42	45	32
40	20	81	25	48
72	30	24	63	54
36	42	54	64	24
28	56	30	35	36

Task Card Game

Basic Multiplication Bump

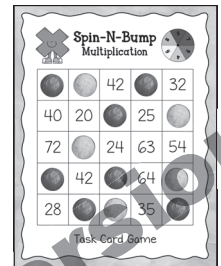
Players spin twice and cover the product of the numbers. The winner is the first player to cover any seven products on the game board with his or her colored game marker.



Spin-N-Bump Multiplication Variation

Product or Sum Bump

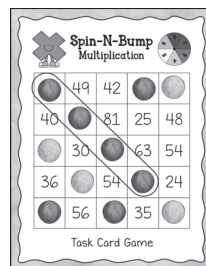
After spinning twice, the player may choose to cover the product or the sum of the numbers (as long as the sum is on the board). The winner is the first to cover any seven numbers.



Spin-N-Bump Multiplication Variation

Connect Four Bump

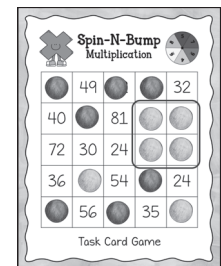
The winner is the first player to cover four numbers in a row vertically, horizontally, or diagonally. The numbers must be adjacent to each other.



Spin-N-Bump Multiplication Variation

Four Square Bump

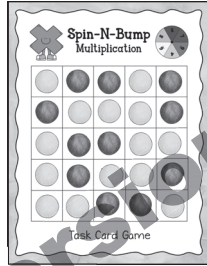
The winner is the first player to cover four numbers that form a square on the board. The numbers must be adjacent to each other.



Spin-N-Bump Multiplication Variation

Blitz Bump

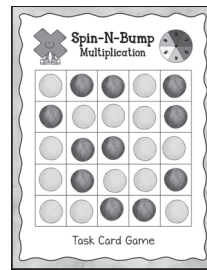
Blitz Bump is played until all numbers on the board are covered or until all task cards have been used. The winner is the player who covers the most numbers.



Spin-N-Bump Multiplication Variation

Multiplication Speed Bump

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



Spin-N-Bump Multiplication Variation

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