

Make 10 Bump Rules

Math Focus:

- Addition facts

Illustration

Materials:

- 2 players, each with 10 markers (different colors)
- Two 0-5 dice
- Make 10 Board

General Rules:

- Players alternate turns.
- Player rolls both dice.
- The player says the numbers rolled and what the sum is. The player identifies what number is needed to make 10 and places marker on the needed number.
- If a marker is already on the number, then the second marker **BUMPS** the original marker if it is a different color or the number is **FROZEN** if the marker is the same color.
- Players who land on a **FROZEN** number lose their turn.
- Play continues with alternating turns. Player must say the the addition fact, the sum, and the number needed to Make 10 and be correct to place a marker on the spot.
- **BUMPS** and **FROZEN** numbers will occur throughout the game until one of the players gets all of their markers on the game board and wins.

Player 1 (green markers)

- Rolls dice (1 and 3)
Sum is 4

- Says, "I rolled 1+3 which equals 4. To make 10, I need to add 6."

Places marker on 6.

0	1	2	3	4
5	6	7	8	9

10

Player 2 (red markers)

- Rolls dice (5 and 1)

Sum is 6. Says the addition fact and identifies that 4 is needed to make 10.

0	1	2	3	4
5	6	7	8	9

10

Player 1 (green markers)

- Rolls dice (4 and 2)
Sum is 6
- Says, "To make 10, I need to add 4."

Takes a green marker and places it on 4 and **BUMPS** the red marker off the spot with 4.

Player 1 (continues)

0	1	2	3	4
5	6	7	8	9

10

Player 2 (red markers)

- Rolls dice (0 and 3)

Sum is 3. Says, "To make 10, I need to add 7," and places marker on 7.

0	1	2	3	4
5	6	7	8	9

10

Player 1 (green markers)

- Rolls dice (0 and 1)
Sum is 1. Says, "To make 10, I need to add 9" and places marker on 9.

0	1	2	3	4
5	6	7	8	9

10

Player 2 (red markers)

- Rolls dice (1 and 2)

Sum is 3. Says, "To make 10, I need to add 7" and places marker on 7. This number is **FROZEN** on the board.

Player 2 (continues)

0	1	2	3	4
5	6	7	8	9

10

Player 1

- Rolls dice (1 and 2). Sum is 3. Says, "To make 10, I need to add 7," but 7 is **FROZEN** and player 1 loses turn.

- The play continues with alternating turns. The player must say the numbers rolled, the sum, and then say the number that is needed to make 10 and be correct to place a marker on the spot.
- **BUMPS** and **FROZEN** numbers will occur throughout the game until one of the players gets all of their markers on the game board and wins.

Make 10 Bump Game

0	1	2	3	4	10
5	6	7	8	9	

Sentence Frames: "I rolled a _____ + _____ which equals _____."
"To make 10, I need to add _____."