## 31 FUN MULIPILCATION FLUENCY GAMES

## MULTIPLICATION

## BUMP:

## THREE DIFFERENT FORMATS TO REINOORCE BASIC FACTS!

REGULAR DICE •TENSIDED DICE • MULTIPLE REPRESENTATION CARDS


## ABOUT THIS RESOURCE

Multiplication Bump is a fun partner game that reinforces basic multiplication facts. It's a great alternative to worksheets or other paper and pencil activities. Imagine your students begging you to practice multiplication?!

This resources includes Bump games for basic multiplication facts in THREE different formats.
 KNOW AND LOVE (UUST PRINT AND PLAYY) USE TWO REGULAR DICE. ROLL. ADD. AND MLLTPLY

VERSION TWO: TENSIDED DICE ALIERNATVE USE A IO-SIDED DIE
USE "0" TO REPRESENT " 10 "


## VERSION THREE: DESIGNED FOR CONCEPTUAL UNDERSTANDING! <br> USE THE ACCOMPANYING TASK CARDS INSTEAD OF DICE TASK CARSS INCLUDE EQUAL GROUPS. ARRAYS. AND DOTS IN TEN

 FRAMES
# HOW TO PLAY <br> BUMP! 

Each player gets 10 counters or blocks.

Player 1 rolls two dice and adds them.

Player 1 multiplies by the target number and covers the product.

Player 2 rolls, adds, multiplies, and covers the space with that product.

Play continues.
If a player rolls and the produc other player's counters, the plo counter off and take that space If a player rolls and the produc own counters, the player can p that space. The other player no

The first player to use all their
Player 2 chooses a card, multiplies, and covers the space with that product.

Play continues.

## HOW TO PLAY <br> BUMP:

 Each player gets 10 counters or blocks. Shuffle task cards and place in a pile face down.

- 20 COUNTERS (10 EACH IN 2 DIFFERENT COLORS)
- TASK CARDS (THERE ARE 40 OF THEM)
- GAME SHEET


## Player 1 picks the card

 from the top of the pile.Player 1 multiplies to find the total number of dots and covers the product.

If a player multiplies and the product is already covered with one of the other player's counters, the player can "BUMP" the other player's counter off and take that space.

If a player multiplies and the product is already covered with one of their own counters, the player can put a second counter on. This LOCKS that space. The other player now cannot bump those counters off.

The first player to use all their counters wins.

## THIS RESOURCE INCLUDES 31 DIFFERENT BUMP GAMES

## MULTIPLCATION BUMP FOR 2 REGULAR DCE

Multiplying by 2 (†o 2×12)
Multiplying by 3 (to 3×12)
Multiplying by 4 (†o 4×12)

Multiplying by 5 (to 5×12)
Multiplying by 6 (to 6x12)
Multiplying by 7 (to 7x12)
Multiplying by 8 (†o 8×12)
Multiplying by 9 (to 9×12)
Multiplying by 10 (to 10×12)

Multiplying by 11 (to 11×12)
Multiplying by 12 (to 12×12)

## MULIPLICATION BUMP <br> FOR 1 TENSIDED DE

Multiplying by 2 (to $2 \times 10$ )

Multiplying by 3 (to $3 \times 10$ )
Multiplying by 4 (to $4 \times 10$ )
Multiplying by 5 (to 5x10)
Multiplying by 6 (to 6x10)
Multiplying by 7 (to $7 \times 10$ )

Multiplying by 8 (to $8 \times 10$ )
Multiplying by 9 (to 9x10)
Multiplying by 10 (to 10x10)

Multiplying by 11 (to 11x10)

Multiplying by 12 (to 12×10)

## MULITPLICATION BUMP WITH CONCEPTUAL UNDERSTANDING TASK CARDS

Multiplying by 2 (to $2 \times 10$ )
Multiplying by 3 (to $3 \times 10$ )
Multiplying by 4 (to $4 \times 10$ )
Multiplying by 5 (to $5 \times 10$ )
Multiplying by 6 (to 6x10)
Multiplying by 7 (to $7 \times 10$ )
Multiplying by 8 (to $8 \times 10$ )
Multiplying by 9 (to $9 \times 10$ )
Multiplying by 10 (to 10x10)

MULTPLLCATION CHARTS INCLUDED AS EXTRA SUPPORT IF NEEDED

# ADD THIS TO YOUR MATH WOXSSARTONS OR 

 CENTESS TO MAKE FACT FLUENCY FUN

