

GINGERBREAD BUMP



3 LEVELS OF DIFFERENTIATION

- NUMBERS 1-6
- ADDITION WITHIN 10
- ADDITION WITHIN 20



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LEVEL I BUNDLE



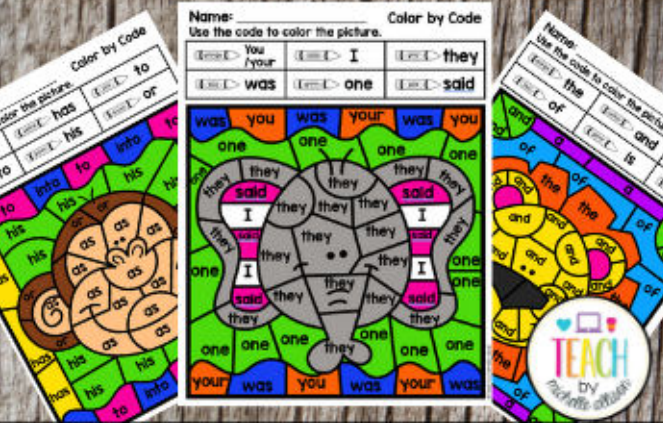
BOOM CARDS With audio!



Level I Trick Words

©Teach by Michelle Allison

Sight Words




Color by Code


Camping Day

How to Make S'mores

First, you need to get chocolate and graham crackers. Second, you will roast the marshmallow on a stick over the fire. Then you put a



SECOND	THIRD	FOURTH	LAST
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HOW TO PLAY!



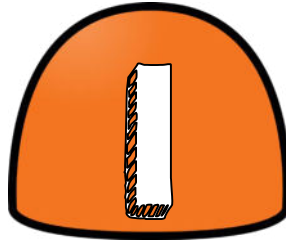
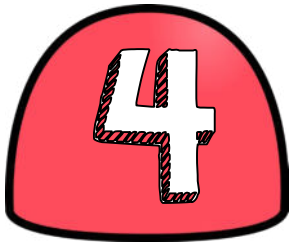
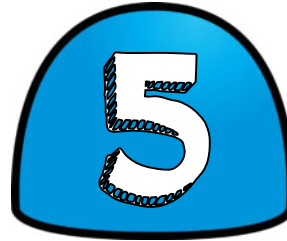
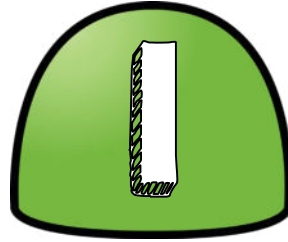
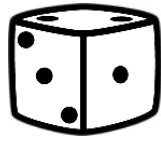
MATERIALS:

- One game mat for partners
- One Die

DIRECTIONS:

Use one die and 10 connecting cubes per player and corresponding number with one of their cubes. If a player rolls a number already covered by their opponent, they “bump” that player’s cube off that spot. Once a partner has two cubes on one number, that number has been “captured” and cannot be bumped off. When all the numbers are covered, the partner with the most captured numbers is the winner.

NUMBER BUMP



**DIRECTIONS: ROLL ONE
DIE AND COVER THE NUMBER.**

HOW TO PLAY!



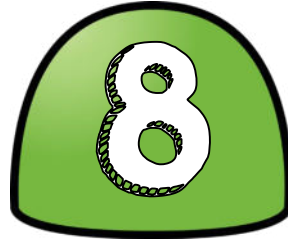
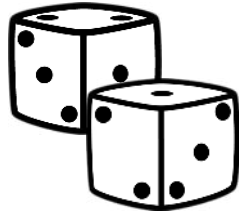
MATERIALS:

- One game mat for partners
- Two Dice (Numbers to 12)

DIRECTIONS:

Use two die and 10 connecting cubes per player. and corresponding number with one of their cubes. If a player rolls a number already covered by their opponent, they “bump” that player’s cube off that spot. Once a partner has two cubes on one number, that number has been “captured” and cannot be bumped off. When all the numbers are covered, the partner with the most captured numbers is the winner.

NUMBER BUMP



DIRECTIONS: ROLL TWO DICE AND COVER THE NUMBER.

HOW TO PLAY!



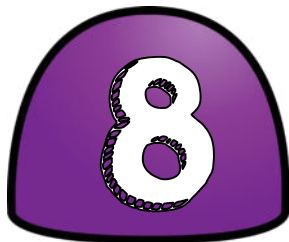
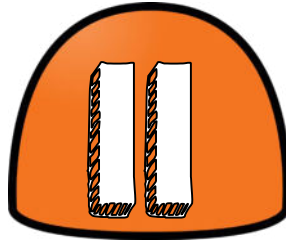
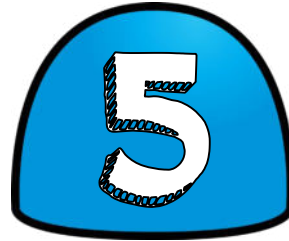
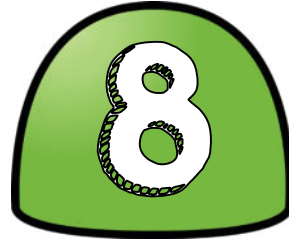
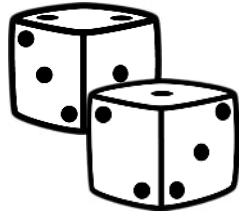
MATERIALS:

- One game mat for partners
- Two Dice

DIRECTIONS:

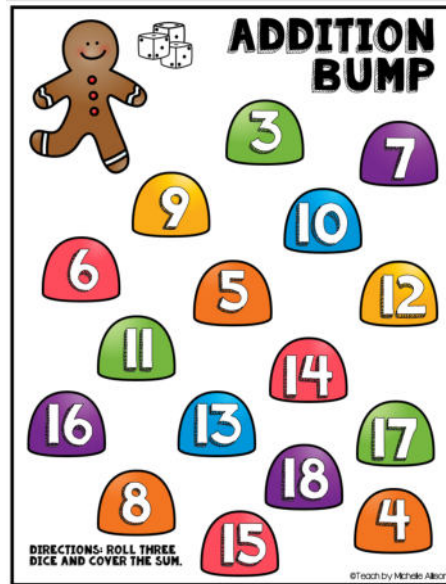
Use two dice and ten connecting cubes per player. Players take turns rolling the dice and covering the sum with one of their cubes. If a player rolls a number already covered by their opponent, they “bump” that player’s cube off that spot. Once a partner has two cubes on one number, that number has been “captured” and cannot be bumped off. The partner with the most captured numbers is the winner when all the numbers are covered.

ADDITION BUMP



**DIRECTIONS: ROLL TWO
DICE AND COVER THE SUM.**

HOW TO PLAY!



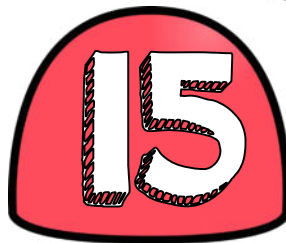
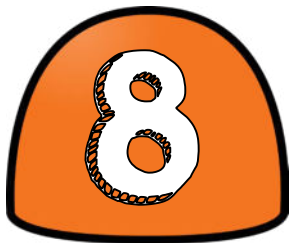
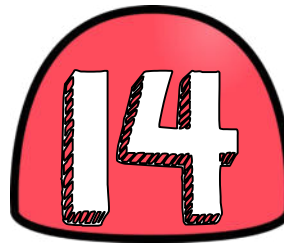
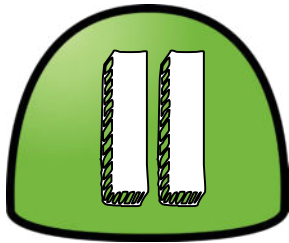
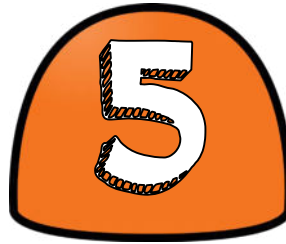
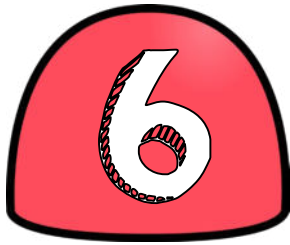
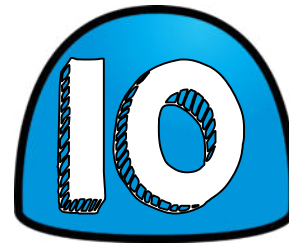
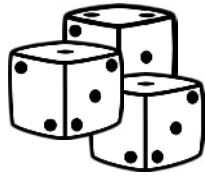
MATERIALS:

- One game mat for partners
- Three Dice

DIRECTIONS:

Use three dice and ten connecting cubes per player. Players take turns rolling the dice and covering the sum with one of their cubes. If a player rolls a number already covered by their opponent, they “bump” that player’s cube off that spot. Once a partner has two cubes on one number, that number has been “captured” and cannot be bumped off. The partner with the most captured numbers is the winner when all the numbers are covered.

ADDITION BUMP



**DIRECTIONS: ROLL THREE
DICE AND COVER THE SUM.**

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