



# Math Center



# Christmas



# Roll & Bump Games



LOWER ELEMENTARY, SPECIAL EDUCATION, & HOMESCHOOL RESOURCE

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*Maureen Monroe*



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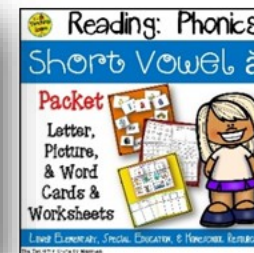
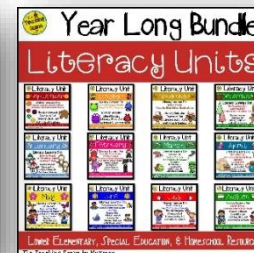
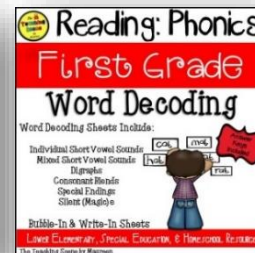
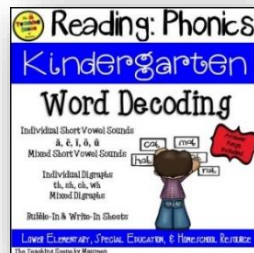
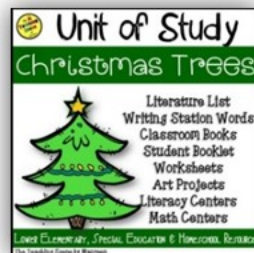
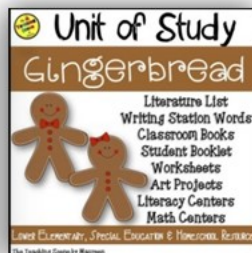


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## Recommended Resources

Check out these and other resources in my TPT store.



Thanks to all the amazing artists who created the design elements and fonts used in this product!



# DIRECTIONS

**Resource Prep:** Print, laminate and cut all game cards as needed. Directions are located on game card set.

**Resource Includes the Following:**

- ❖ Christmas Roll & Bump Two Addend Math Games: 2 Game Cards
- ❖ Christmas Roll & Bump Three Addend Math Games: 2 Game Cards

**Resource Description:**

**Christmas Roll & Bump Games (2 different games):** Two Dice: Roll 2 dice and add those numbers. Cover that space with your marker. You can bump your partner's color and take their space! If you cover a space with two markers stacked on top of each other, you lock that space and can't be bumped. The player to use all ten of their markers first is the winner!

Three Dice: Roll 3 dice and add those numbers. Cover that space with your marker. You can bump your partner's color and take their space! If you cover a space with two markers stacked on top of each other, you lock that space and can't be bumped. The player to use all ten of their markers first is the winner! 4 game cards for two dice & 4 game cards for three dice



# Christmas Roll & Bump!

12 10

7 5

3 4

9 7

11 2



2

5



4

6

3

8

6

11

8



12

Roll two number cubes and add those numbers. Cover that space with your marker. You can bump your partner's color and take their space! If you cover a space with two markers stacked on top of each other, you lock that space and can't be bumped. The player to use all ten of their markers first is the winner!

# Christmas Roll & Bump!

10 7



9 12



2 4

3 5



4 6



2

5 4

6

3

8

6

11

8



12

Roll two number cubes and add those numbers. Cover that space with your marker. You can bump your partner's color and take their space! If you cover a space with two markers stacked on top of each other, you lock that space and can't be bumped. The player to use all ten of their markers first is the winner!





# Christmas Roll & Bump!

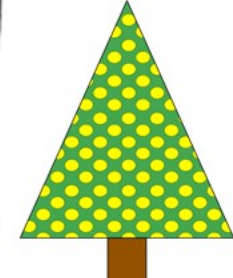
5	10		7	18	
3	4	9	17	6	14
12	15	13	7	3	
8	16	11	18	12	

Roll three number cubes and add those numbers. Cover that space with your marker. You can bump your partner's color and take their space! If you cover a space with two markers stacked on top of each other, you lock that space and can't be bumped. The player to use all ten of their markers first is the winner!



# Christmas Roll & Bump!

12	18			11	16
8	3	7	13	15	12
	14	6	17	9	4
3	18	7	10		5



Roll three number cubes and add those numbers. Cover that space with your marker. You can bump your partner's color and take their space! If you cover a space with two markers stacked on top of each other, you lock that space and can't be bumped. The player to use all ten of their markers first is the winner!