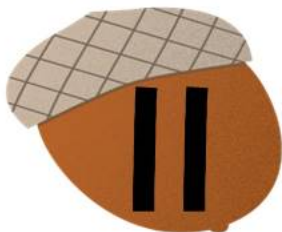
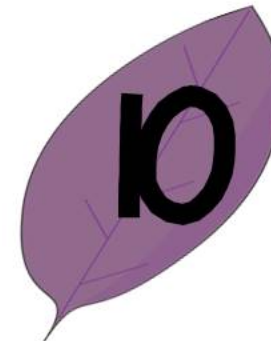
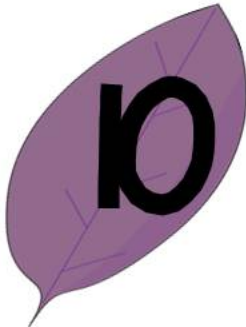




# Fall



## Roll & Bump!



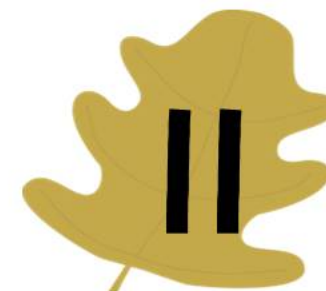
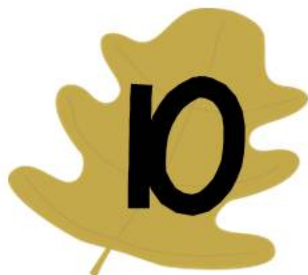
**Two Addend Addition:** Roll two number cubes and add those numbers. Cover that space with your marker. You can bump your partner's color and take their space! If you cover a space with two markers stacked on top of each other, you lock that space and can't be bumped. The player to use all ten of their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



# Fall



## Roll & Bump!



**Two Addend Addition:** 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!



# Fall

## Roll & Bump!

A 10x10 grid of 100 numbered leaf and acorn shapes. The numbers are: Row 1: 10, 7; Row 2: 2, 3, 5; Row 3: 9, 6, 10, 4, 6; Row 4: 12, 11, 4, 4, 6; Row 5: 4, 8, 12, 8, 5; Row 6: 6, 4, 8, 5.

**Two Addend Addition:** 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!

# Fall

## Roll & Bump!



**Three Addend Addition:** 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!



# Fall

## Roll & Bump!

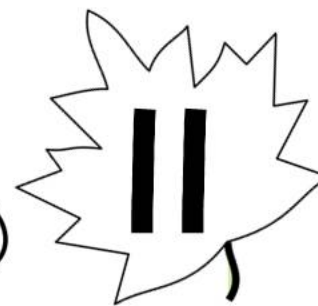
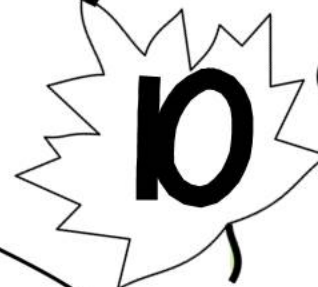
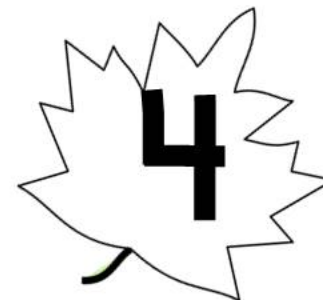
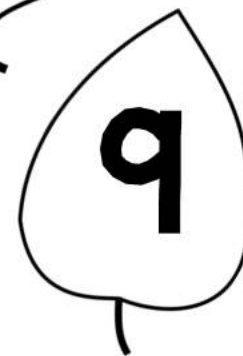


**Three Addend Addition:** Roll three number cubes and add those numbers. Cover that space with your marker. You can bump your partner's color and take their space! If you cover a space with two markers stacked on top of each other, you lock that space and can't be bumped. The player to use all ten of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



# Fall

## Roll & Bump!



**Three Addend Addition:** 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!