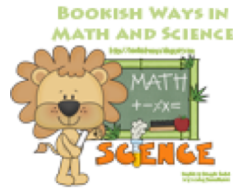


Multiplication BUMP!



Created by Tricia Stohr-Hunt, 2013
<http://bookishways.blogspot.com>

Font by Ashley Magee
<http://www.firstgradebrain.com/>

Graphics by Graphics From the Pond
<http://frompond.blogspot.com>

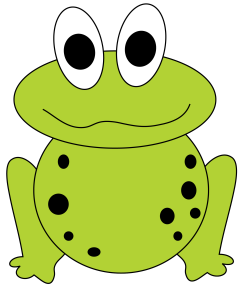
Materials

- BUMP boards
- 10 sided dice – If you do not have ten-sided dice, download these terrific templates.
http://downloads.twinkl.co.uk/res_downloads/minizapijeous69/T-N-639-1-10-Dice-Templates.pdf

Meeting Standards

This activity meets the following Common Core Standards for Math.

- 3.OA.7. Fluently multiply and divide within 100, using strategies such as the relationship between multiplication and division (e.g., knowing that $8 \times 5 = 40$, one knows $40 \div 5 = 8$) or properties of operations. By the end of Grade 3, know from memory all products of two one-digit numbers.

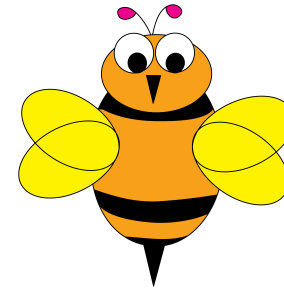


20

Multiply by 2 BUMP!

14

10



6

4

8

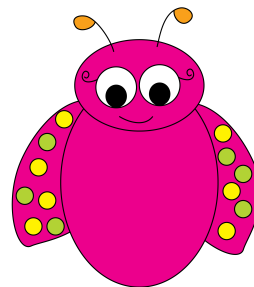
2

16

12

10

16



18

14

6

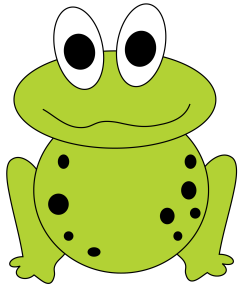
How to Play

- Count out 10 markers in one color.
- Count out 10 markers in another color.
- On your turn, roll the ten-sided die.
- Multiply that number by 2.
- Cover the product with your marker.
- You can bump your partner's marker off a space that is covered with only one marker.
- If you cover a space with 2 markers, the space is locked.
- Place all 10 of your markers on the board first to win!
- Play again!

4

8

2

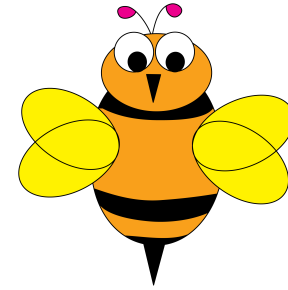


30

Multiply by 3 BUMP!

21

15



9

6

12

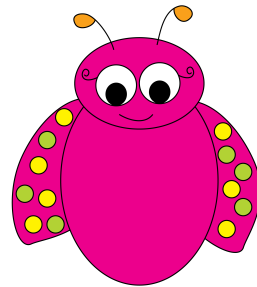
3

24

18

15

24



27

21

9

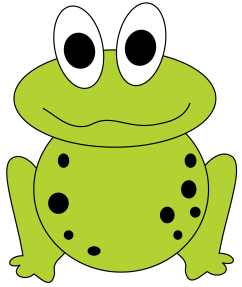
How to Play

- Count out 10 markers in one color.
- Count out 10 markers in another color.
- On your turn, roll the ten-sided die.
- Multiply that number by 3.
- Cover the product with your marker.
- You can bump your partner's marker off a space that is covered with only one marker.
- If you cover a space with 2 markers, the space is locked.
- Place all 10 of your markers on the board first to win!
- Play again!

6

12

3

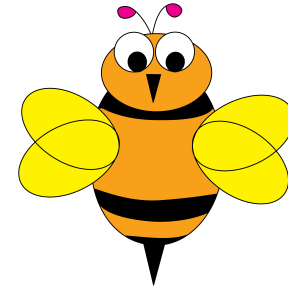


40

Multiply by 4 BUMP!

28

20



12

8

16

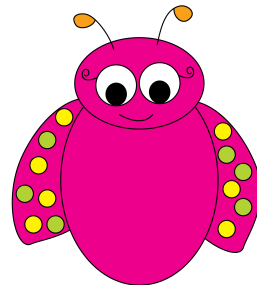
4

32

24

20

32



36

28

12

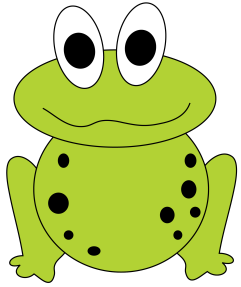
How to Play

- Count out 10 markers in one color.
- Count out 10 markers in another color.
- On your turn, roll the ten-sided die.
- Multiply that number by 4.
- Cover the product with your marker.
- You can bump your partner's marker off a space that is covered with only one marker.
- If you cover a space with 2 markers, the space is locked.
- Place all 10 of your markers on the board first to win!
- Play again!

8

16

4

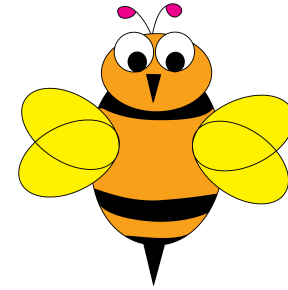


50

Multiply by 5 BUMP!

35

25



15

10

20

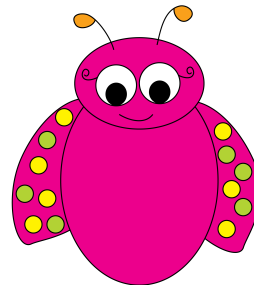
5

40

30

25

40



45

35

15

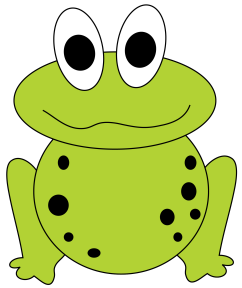
How to Play

- Count out 10 markers in one color.
- Count out 10 markers in another color.
- On your turn, roll the ten-sided die.
- Multiply that number by 5.
- Cover the product with your marker.
- You can bump your partner's marker off a space that is covered with only one marker.
- If you cover a space with 2 markers, the space is locked.
- Place all 10 of your markers on the board first to win!
- Play again!

10

20

5

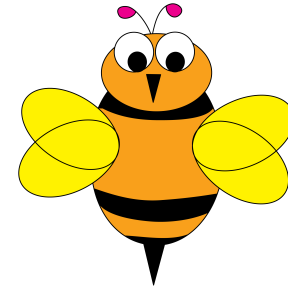


60

Multiply by 6 BUMP!

42

30



18

12

24

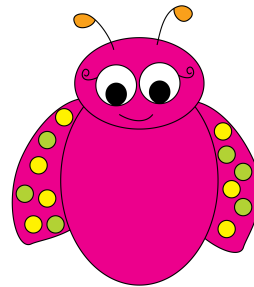
6

48

36

30

48



54

42

18

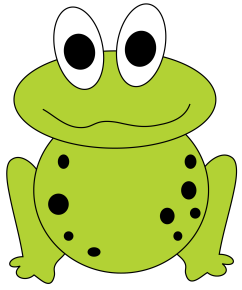
How to Play

- Count out 10 markers in one color.
- Count out 10 markers in another color.
- On your turn, roll the ten-sided die.
- Multiply that number by 6.
- Cover the product with your marker.
- You can bump your partner's marker off a space that is covered with only one marker.
- If you cover a space with 2 markers, the space is locked.
- Place all 10 of your markers on the board first to win!
- Play again!

12

24

6

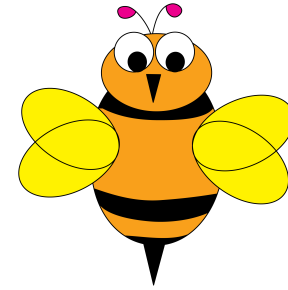


70

Multiply by 7 BUMP!

49

35



21

14

28

7

56

42

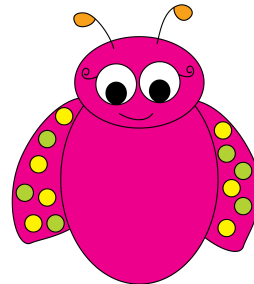
35

56

63

49

21



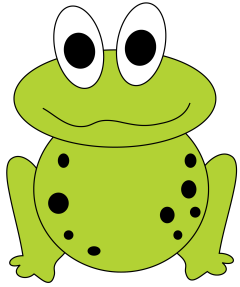
How to Play

- Count out 10 markers in one color.
- Count out 10 markers in another color.
- On your turn, roll the ten-sided die.
- Multiply that number by 7.
- Cover the product with your marker.
- You can bump your partner's marker off a space that is covered with only one marker.
- If you cover a space with 2 markers, the space is locked.
- Place all 10 of your markers on the board first to win!
- Play again!

14

28

7

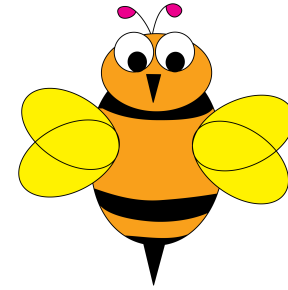


80

Multiply by 8 BUMP!

56

40



24

16

32

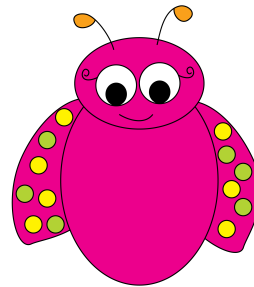
8

64

48

40

64



72

56

24

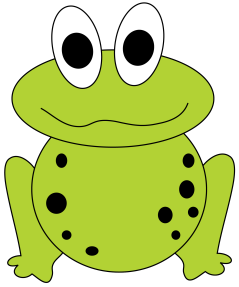
How to Play

- Count out 10 markers in one color.
- Count out 10 markers in another color.
- On your turn, roll the ten-sided die.
- Multiply that number by 8.
- Cover the product with your marker.
- You can bump your partner's marker off a space that is covered with only one marker.
- If you cover a space with 2 markers, the space is locked.
- Place all 10 of your markers on the board first to win!
- Play again!

16

32

8

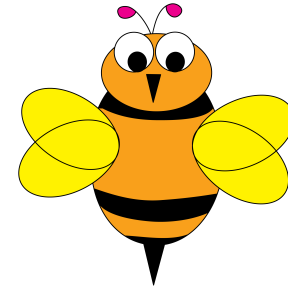


90

Multiply by 9 BUMP!

63

45



27

18

36

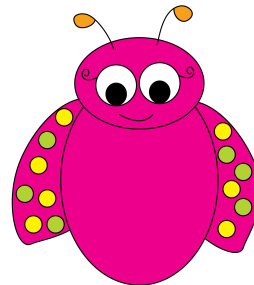
9

72

54

45

72



81

63

27

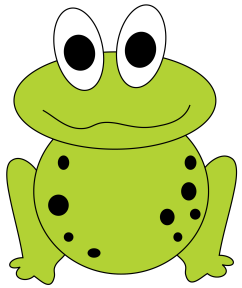
How to Play

- Count out 10 markers in one color.
- Count out 10 markers in another color.
- On your turn, roll the ten-sided die.
- Multiply that number by 9.
- Cover the product with your marker.
- You can bump your partner's marker off a space that is covered with only one marker.
- If you cover a space with 2 markers, the space is locked.
- Place all 10 of your markers on the board first to win!
- Play again!

18

36

9

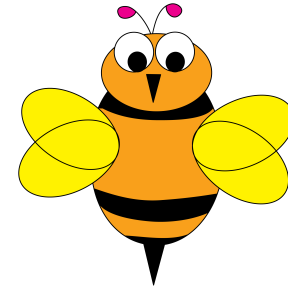


100

Multiply by 10 BUMP!

70

50



30

20

40

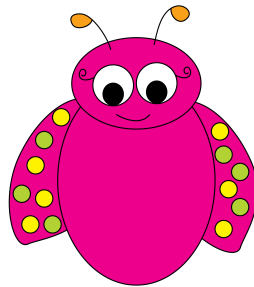
10

80

60

50

80



90

70

30

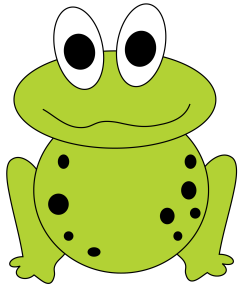
How to Play

- Count out 10 markers in one color.
- Count out 10 markers in another color.
- On your turn, roll the ten-sided die.
- Multiply that number by 10.
- Cover the product with your marker.
- You can bump your partner's marker off a space that is covered with only one marker.
- If you cover a space with 2 markers, the space is locked.
- Place all 10 of your markers on the board first to win!
- Play again!

20

40

10

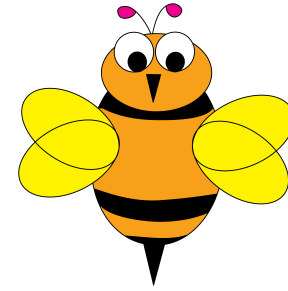


10

Multiply by 1 BUMP!

7

5



3

2

4

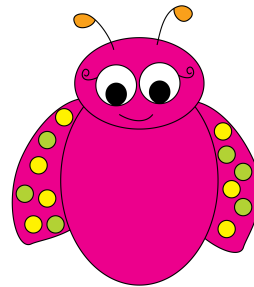
1

8

6

5

8



9

7

3

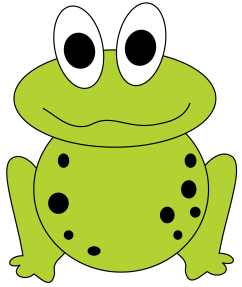
How to Play

- Count out 10 markers in one color.
- Count out 10 markers in another color.
- On your turn, roll the ten-sided die.
- Multiply that number by 1.
- Cover the product with your marker.
- You can bump your partner's marker off a space that is covered with only one marker.
- If you cover a space with 2 markers, the space is locked.
- Place all 10 of your markers on the board first to win!
- Play again!

2

4

1

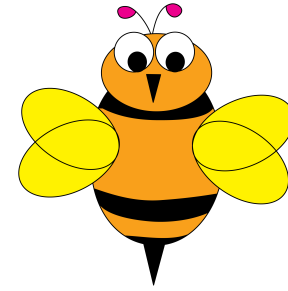


110

Multiply by 11 BUMP!

77

55



33

22

44

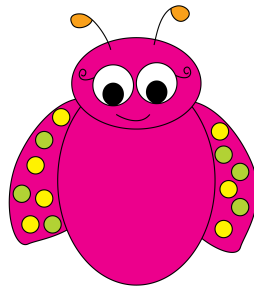
11

88

66

55

88



99

77

33

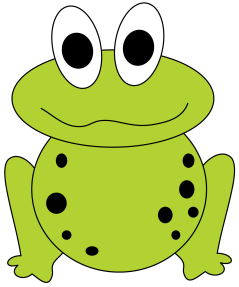
How to Play

- Count out 10 markers in one color.
- Count out 10 markers in another color.
- On your turn, roll the ten-sided die.
- Multiply that number by 11.
- Cover the product with your marker.
- You can bump your partner's marker off a space that is covered with only one marker.
- If you cover a space with 2 markers, the space is locked.
- Place all 10 of your markers on the board first to win!
- Play again!

22

44

11

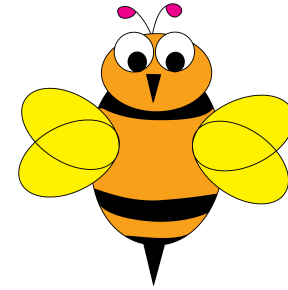


120

Multiply by 12 BUMP!

84

60



36

24

48

12

96

72

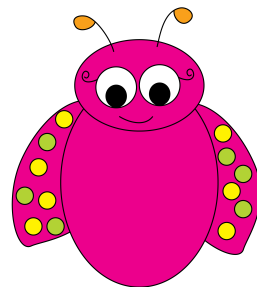
60

96

108

84

36



24

48

12

How to Play

- Count out 10 markers in one color.
- Count out 10 markers in another color.
- On your turn, roll the ten-sided die.
- Multiply that number by 12.
- Cover the product with your marker.
- You can bump your partner's marker off a space that is covered with only one marker.
- If you cover a space with 2 markers, the space is locked.
- Place all 10 of your markers on the board first to win!
- Play again!