## Multsyllabic Words Bump Game

 $\underline{Supplies:}\,2$  six-sided dice & 10 unifix cubes for each players

<u>Directions</u>: Roll the dice and add up. Find the corresponding number on the chart and cover a word on the colored game board that fits that category. If the other player rolls the same number, they can bump their opponent off the space. If one player rolls the same number twice, they can put a second cube on the word and can no longer be bumped off. First player to put all 10 cubes on the board in is the winner

Number Rolled	Word Category			
2	2 syllable word			
3	Word with a short vowel	omolovmont	embellish	poturolly
4	Word with a long vowel	employment	emoeuisn	naturally
5	3 syllable word	cabinets	easier	informal
6	Word with a suffix	cdoinets	easier	mormat
7	Word with a prefix	carefully	questionable	fastening
8	4 syllable words	carerally	questionable	lasterning
9	Word with a bossy R pattern	oppital	omoowering	alababatical
10	Word with a short vowel	capital	empowering	alphabetical
11	Adjective	aucoastion	originally	understandable
12	Word with -al ending	suggestion	originally	understandable



## Blends & Digraphs Bump Game

Supplies: 2 six-sided dice & 10 unifix cubes for each players

<u>Directions</u>: Roll the dice and add up. Find the corresponding number on the chart and cover a word on the colored game board that fits that category. If the other player rolls the same number, they can bump their opponent off the space. If one player rolls the same number twice, they can put a second cube on the word and can no longer be bumped off. First player to put all 10 cubes on the board is the winner.

Number Rolled	Blend or Digraph			
2	sh			
3	ch	ship	frog	much
4	th	Ship	nog	much
5	wh	smell	when	blog
6	cl	Sheu	when	olog
7	bl	orio	clam	whip
8	gr	grip	clam	wiip
9	fr	black	twin	that
10	sm	Oldek	CWIII	that
11	tw	wish	grab	step
12	st	WISH	gruo	step



## Spelling Rules Bump Game

Supplies: 2 six-sided dice & 10 unifix cubes for each players

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Number Rolled	Spelling Rule			
2	FLSZ Rule			
3	-CK ending	shell	think	munch
4	-K ending	Shell	UTITIK	marien
5	111 Rule	glide	crack	teach
6	Magic E	guoe	CIUCK	teach
7	-TCH ending	jogged	hatching	fluffy
8	-CH ending	Joggeo	natering	itany
9	111 Rule	chatted	twine	shy
10	Sounds of Y	chatteo	twine	Sity
11	FLSZ Rule	peek	press	snack
12	FREE CHOICE	peek	press	STUCK



## Editable Bump Game Template

Supplies: 2 six-sided dice & 10 unifix cubes for each players

Directions: Roll the dice and add up. Find the corresponding number on the chart and cover a word on the colored game board that fits that category. If the other player rolls the same number, they can bump their opponent off the space. If one player rolls the same number twice, they can put a second cube on the word and can no longer be bumped off. First player to put all 10 cubes on the board in is the winner

Number Rolled	Word Category
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	



