## Multsyllabic Words Bump Game

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 <br> Rolled | Word Category |
| :--- | :--- |
| 2 | 2 syllable word |
| 3 | Word with a short vowel |
| 4 | Word with a long vowel |
| 5 | 3 syllable word |
| 6 | Word with a suffix |
| 7 | Word with a prefix |
| 8 | 4 syllable words |
| 9 | Word with a bossy R pattern |
| 10 | Word with a short vowel |
| 11 | Adjective |
| 12 | Word with -al ending |


| employment | embellish | naturally |
| :---: | :---: | :---: |
| cabinets | easier | informal |
| carefully | questionable | fastening |
| capital | empowering | alphabetical |
| suggestion | originally | understandable |

## Blends \& Digraphs Bump Game

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 is the winner.

| Number Rolled | Blend or Digraph |
| :--- | :--- |
| 2 | sh |
| 3 | ch |
| 4 | th |
| 5 | wh |
| 6 | cl |
| 7 | bl |
| 8 | gr |
| 9 | sm |
| 10 | tw |
| 11 | st |
| 12 |  |


| ship | frog | much |
| :---: | :---: | :---: |
| smell | when | blog |
| grip | clam | whip |
| black | twin | that |
| wish | grab | step |

## Spelling Rules Bump Game

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 is the winner.

| Number Rolled | Spelling Rule |
| :--- | :--- |
| 2 | FLSZ Rule |
| 3 | -CK ending |
| 4 | -K ending |
| 5 | 111 Rule |
| 6 | Magic E |
| 7 | -TCH ending |
| 8 | -CH ending |
| 9 | 111 Rule |
| 10 | Sounds of Y |
| 11 | FLSZ Rule |
| 12 | FREE CHOICE |


| shell | think | munch |
| :---: | :---: | :---: |
| glide | crack | teach |
| jogged | hatching | fluffy |
| chatted | twine | shy |
| peek | press | snack |

## 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 |  |


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| :--- | :--- | :--- |
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