

Gingerbread

Bump!



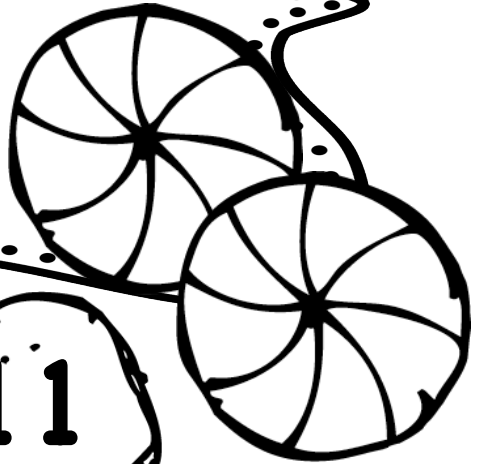
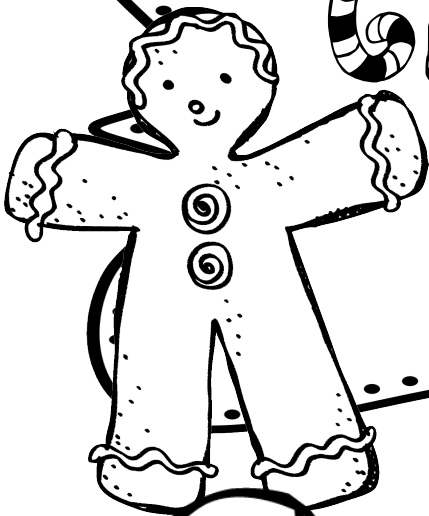
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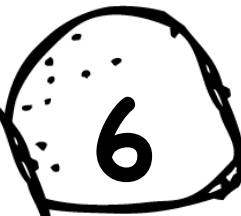
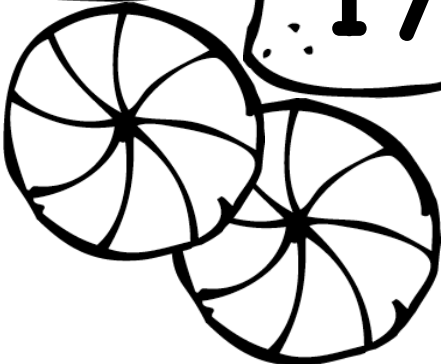
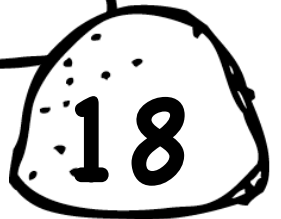
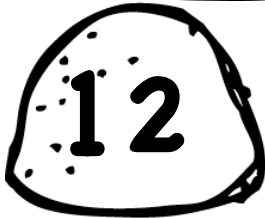
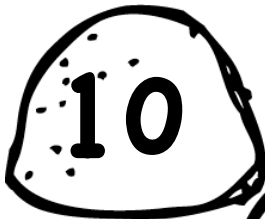
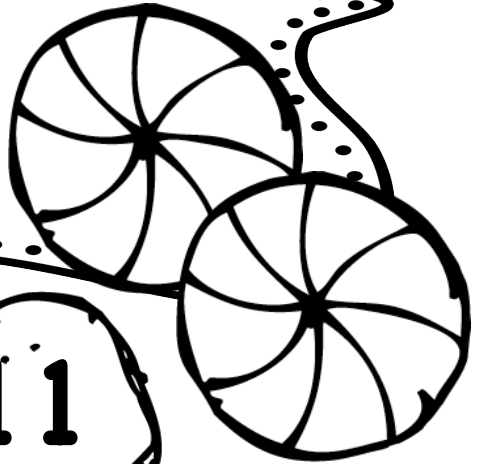
Bump!



A collection of 20 numbered gingerbread cookies arranged on a board. The numbers on the cookies are: 8, 10, 11, 9, 6, 7, 12, 9, 3, 2, 4, 5, 8, 4, 10, 7, 6, 5. In the center of the board is a gingerbread house with a chimney, a door, and windows. On the bottom right side of the board is a gingerbread woman.

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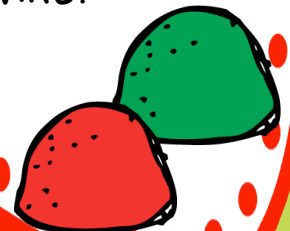


Gingerbread Bump!



Directions

1. Give two players each 20 game tokens. Each player's game tokens should be a different color.
2. On your turn, roll the dice. Add the numbers together. Place one of your tokens on the sum.
3. If no token is on the number you rolled, place your token there. If your opponent's token is there, you can "BUMP" him/her off. Return the bumped token to your opponent and put your token in its place. If one of your tokens is already there, you can place another token on top of it to "LOCK" the number. Now, your opponent cannot bump you off! If you roll a sum that no longer has an open number, your turn is over.
4. The first player to place all of his/her tokens on the board wins!





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Gingerbread Dump: Game

This game provides a fun way for students in PreK through 2nd to practice addition skills. There are 2 different versions of the game: One for adding two numbers and another for adding three. There is also a black-and-white version to save ink and/or encourage kids to color their own game board!

This game addresses the following Common Core Standards* in Mathematics for Kindergarten, First, & Second:

K.OA.A.1 Represent addition and subtraction with objects, fingers, mental images, drawings¹, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations.

K.OA.A.5 Fluently add and subtract within 5.

1.OA.B.3 Apply properties of operations as strategies to add and subtract.²
Examples: If $8 + 3 = 11$ is known, then $3 + 8 = 11$ is also known. (Commutative property of addition.) To add $2 + 6 + 4$, the second two numbers can be added to make a ten, so $2 + 6 + 4 = 2 + 10 = 12$. (Associative property of addition.)

1.OA.C.5 Relate counting to addition and subtraction (e.g., by counting on 2 to add 2).

1.OA.C.6 Add and subtract within 20, demonstrating fluency for addition and subtraction within 10.

2.OA.B.2 Fluently add and subtract within 20 using mental strategies.² By end of Grade 2, know from memory all sums of two one-digit numbers.

If you like this game, you will also like:



Gingerbread Cut-and-Glue Math and Literacy for Kindergarten

This resource contains 32 pages of cut-and-glue math and literacy activities. The pages focus on addition, short vowel word families, subtraction, sight words, counting, constructing and writing sentences, making ten, and more!

[Click here to take a look!](#)

By Teacher Tam  <http://teachertamseducationaladventures.blogspot.com>

Graphics from KPM Doodles, www.teachersnotebook.com/shop/KPMDoodles

Frames from www.teachersnotebook.com/shop/sweetpickles

Peppermint font from www.fontspace.com