

Gingerbread

Addition BUMP!



Directions: Roll 2 number cubes and add the numbers. Cover that space with a marker. You can bump your partner's space. If you cover a space with 2 stacked markers, that space can't be bumped. The first player to use all 10 of their markers first wins!



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Addition BUMP!



16

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Directions: Roll 3 number cubes and add the numbers. Cover that space with a marker. You can bump your partner's space. If you cover a space with 2 stacked markers, that space can't be bumped. The first player to use all 10 of their markers first wins!



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Directions: Roll 3 number cubes and add the numbers. Cover that space with a marker. You can bump your partner's space. If you cover a space with 2 stacked markers, that space can't be bumped. The first player to use all 10 of their markers first wins!

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18

2

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Use 2
10-sided
Dice.

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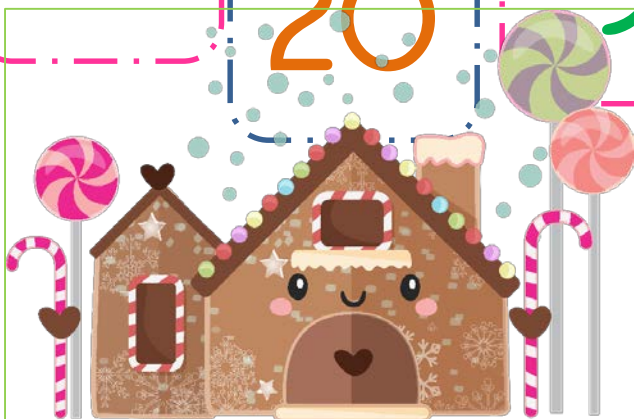
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Use 2
10-sided
Dice.

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