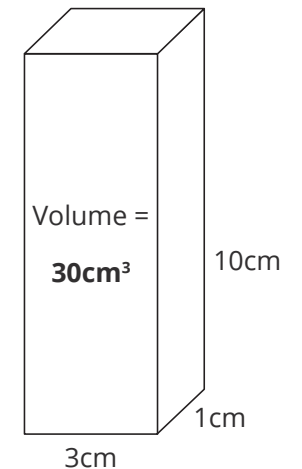
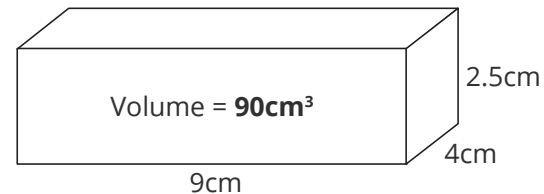
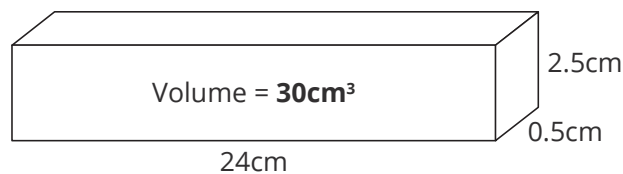
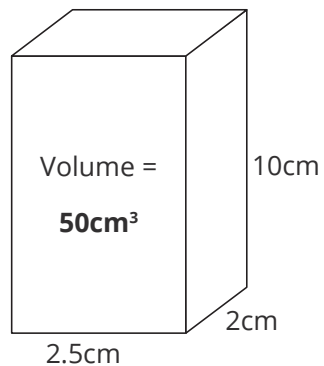
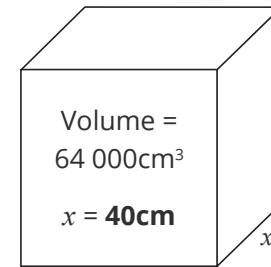
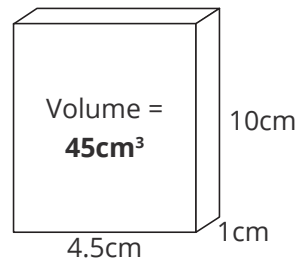
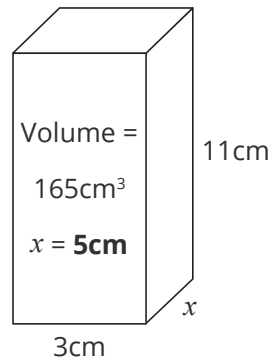
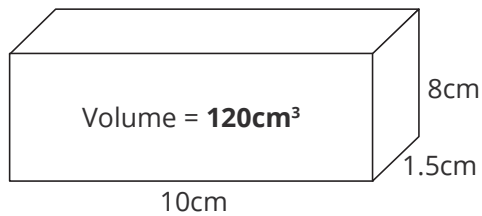
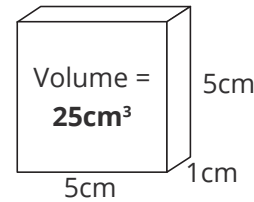
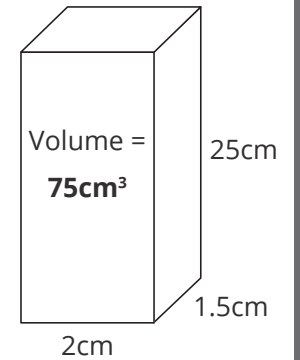
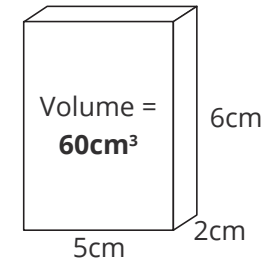
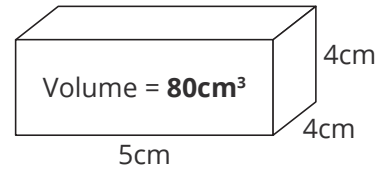
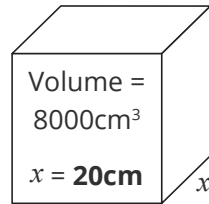
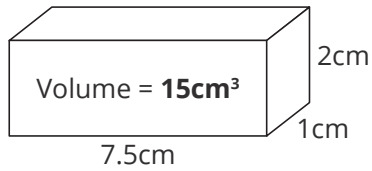
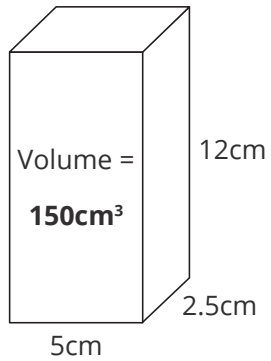
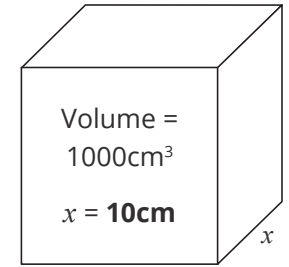
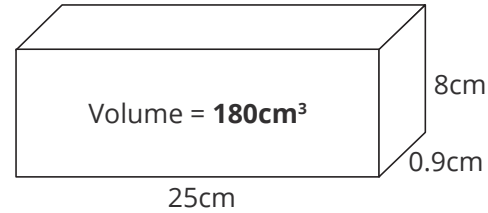
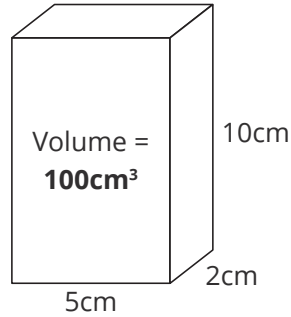
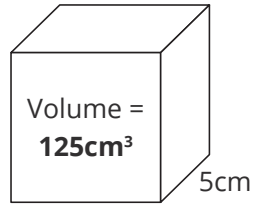
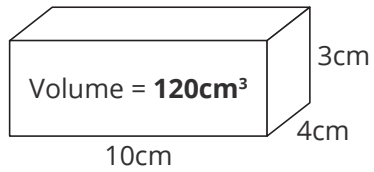


# Bump Game Board Answers



# Volume of Cubes and Cuboids – Bump Game

## You will also need:

20 counters

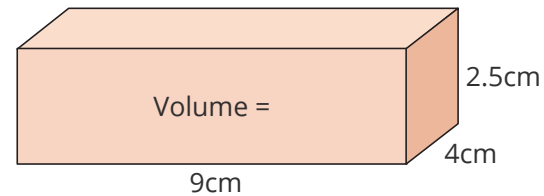
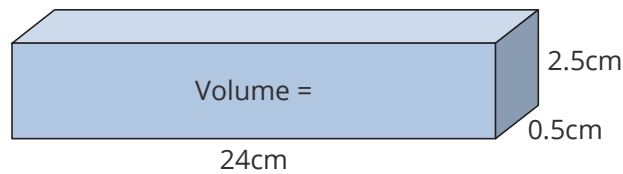
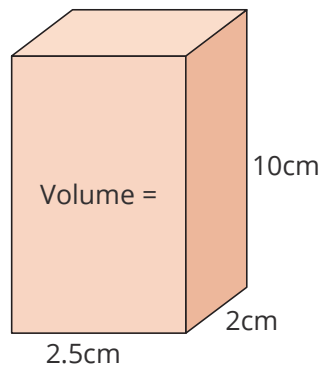
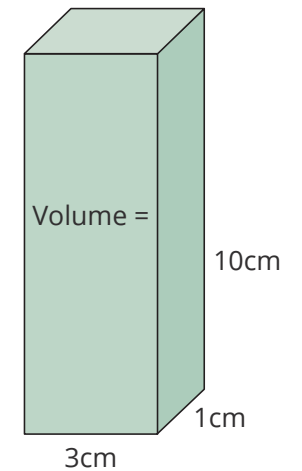
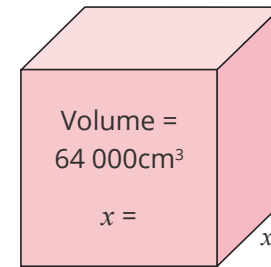
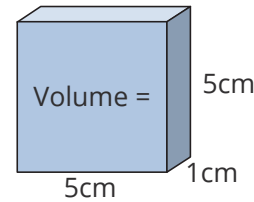
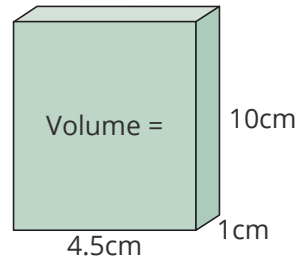
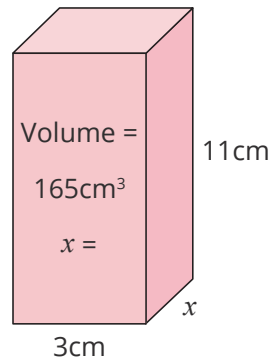
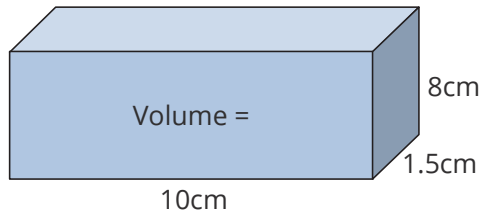
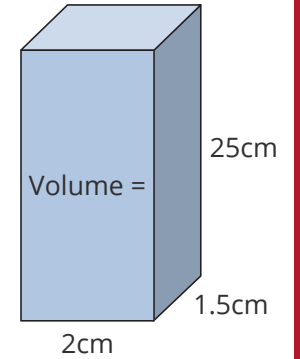
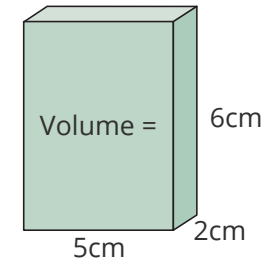
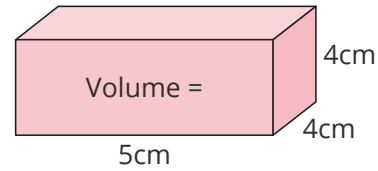
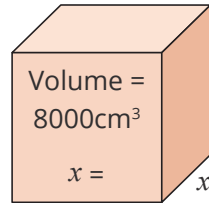
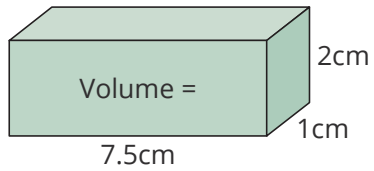
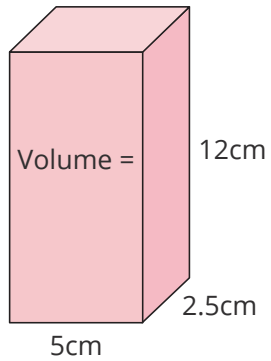
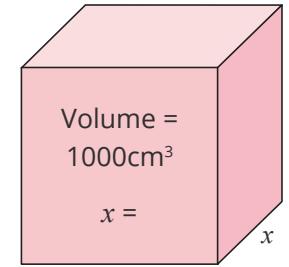
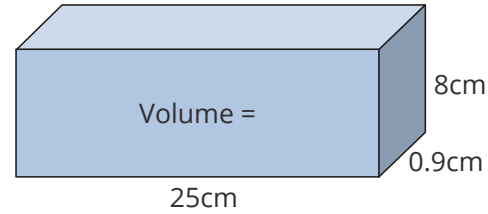
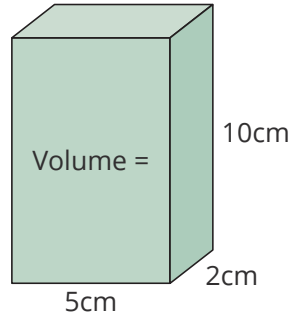
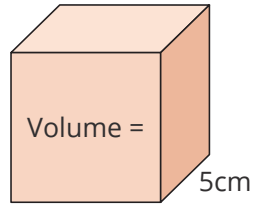
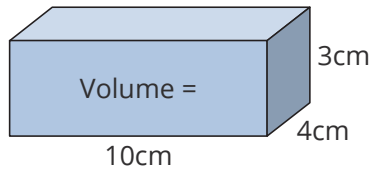
2 dice

## Instructions

This is a game for two players. Each player will need 10 counters. The winner of the game is the first player to have no counters left.

1. The first player rolls two dice. Multiply the scores on both dice together, then multiply the answer by five. For example, if a 4 and 3 is rolled, multiply them together ( $4 \times 3 = 12$ ), then multiply the answer by 5 ( $12 \times 5 = 60$ ). The board has 20 different cubes or cuboids, each missing either a volume or the length of a side. Find your answer as a missing value on the board.
  - If the space is empty, place one counter on it.
  - If the space has one of the other player's counters on it, 'bump' (remove) the other player's counter and replace it with one of your own.
  - If the space already has one of your counters on it, place a second counter on top of it. You've now locked in that space – no counters can be 'bumped' off.
  - If the space is already locked in by the other player, you cannot place any of your counters on it and it is the other player's turn.
2. Continue taking turns until one player has placed all of their counters on the shapes.

# Bump Game Board



Volume of Cubes and Cuboids – Bump Game