Adding Fractions Bump It! Game

Materials Needed:

- Bump It! game board of your choosing
- 10 counters of one color
- 10 counters of a second color
- 2 dice

Directions:

1. Each player takes 10 counters of the same color (e.g., one player takes 10 red counters, and one player takes 10 blue counters).
2. Each player rolls one die. The player who rolls the highest number goes first.
3. The first player rolls two dice. The player adds the numbers from both dice together to find the sum (e.g., if the player rolls a 6 and a 4, the sum of both dice is 10).
4. The first player locates the sum (written in large, bold numbers; sums range from 2-12) on the bump game board. The player looks in the column to the right to find the addition fraction problem.
5. The first player solves the addition fraction problem and covers the sum (shown below the problems on the green circles) on the game board with one of their counters. In some cases, the player may need to simplify the fraction.
    - If the player rolls a sum that already has been covered by the other player, the player can "bump" the other player's counter off and replace it with their own counter.
    - If the player rolls a sum that already has been covered by their own counter, the player can place a second counter on top of it. When two of a player's counters are on top of the same number, that player's counters can no longer get "bumped off" by the other player. They are locked in place.
    - If the player rolls a sum that already has been locked in by either player, the player cannot do anything. The player must wait for the next turn.
    - If the player rolls a 12, the player must create a new addition fraction number sentence with an equivalent sum to the space on which the player wants to put a counter. The player's addition fraction number sentence must be correct to place a counter on that space.
6. Play continues with each player taking turns until one player has placed all 10 of their counters on the game board. The first player to place all 10 of their counters on the game board wins!

Bump It! Game Board #1

2	$\frac{3}{10} + \frac{5}{10}$
3	$\frac{1}{6} + \frac{1}{6}$
4	$\frac{1}{5} + \frac{2}{5}$
5	$\frac{1}{2} + \frac{1}{2}$

6	$\frac{4}{7} + \frac{2}{7}$
7	$\frac{1}{3} + \frac{1}{3}$
8	$\frac{1}{5} + \frac{1}{5}$
9	$\frac{4}{8} + \frac{3}{8}$

10	$\frac{8}{12} + \frac{2}{12}$
11	$\frac{5}{14} + \frac{3}{14}$
12	**Wild!** Create a new addition fraction number sentence with an equivalent sum to the space on which you wish to put a counter.

Sums to Addition Fraction Problems (on which players place their counters):

$\frac{2}{3}$ 1 $\frac{4}{7}$ $\frac{1}{3}$ $\frac{7}{8}$

$\frac{4}{5}$ $\frac{2}{5}$ $\frac{3}{5}$ $\frac{5}{6}$ $\frac{6}{7}$

Bump It! Game Board #2

2	$\frac{1}{4} + \frac{1}{2}$
3	$\frac{1}{6} + \frac{1}{3}$
4	$\frac{1}{4} + \frac{3}{8}$
5	$\frac{1}{2} + \frac{2}{4}$

6	$\frac{2}{3} + \frac{1}{6}$
7	$\frac{3}{8} + \frac{1}{2}$
8	$\frac{3}{5} + \frac{2}{10}$
9	$\frac{3}{10} + \frac{2}{5}$

10	$\frac{2}{5} + \frac{1}{2}$
11	$\frac{1}{3} + \frac{1}{4}$
12	Wild! Create a new addition fraction number sentence with an equivalent sum to the space on which you wish to put a counter.

Sums to Addition Fraction Problems (on which players place their counters):