



## **APPLE BUMP DIRECTIONS**

1. Students get into groups of two.
2. Each group takes a game board, 2 dice and 6 counters each.
3. One student rolls dice, number of dice together is how many times you must skip count by 5. Example-dice total 8, so skip counting by 5 eight times is 40.
4. Student should count by 5's out loud until they reach answer.
5. Place a counter on your answer.
6. If your partner is on a square with that number you can PICK them off and place your chip down.
7. If you roll a number that you already have covered, you may place another chip on it and lock it so your partner can't bump you off.
8. If you roll a number that is not available, your turn is over. Be the first to use all your chips to win the game.