

GRADES  
PreK - 6th

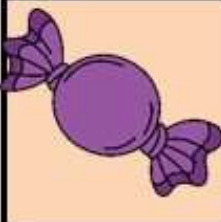
(EDITABLE)

# Blank Bump Game Boards

One Year of Blank, Themed Games  
For Small Groups and Centers



Created By Denise Ulrich



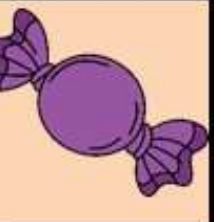
should

again

should

carry

both



from

# CANDY BUMPER

because

have



school

could

should

have

again

from

again

family

because

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school

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many

because

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carry

many

family

from

should

could

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have

↑  
START

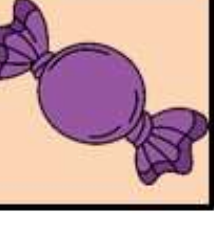
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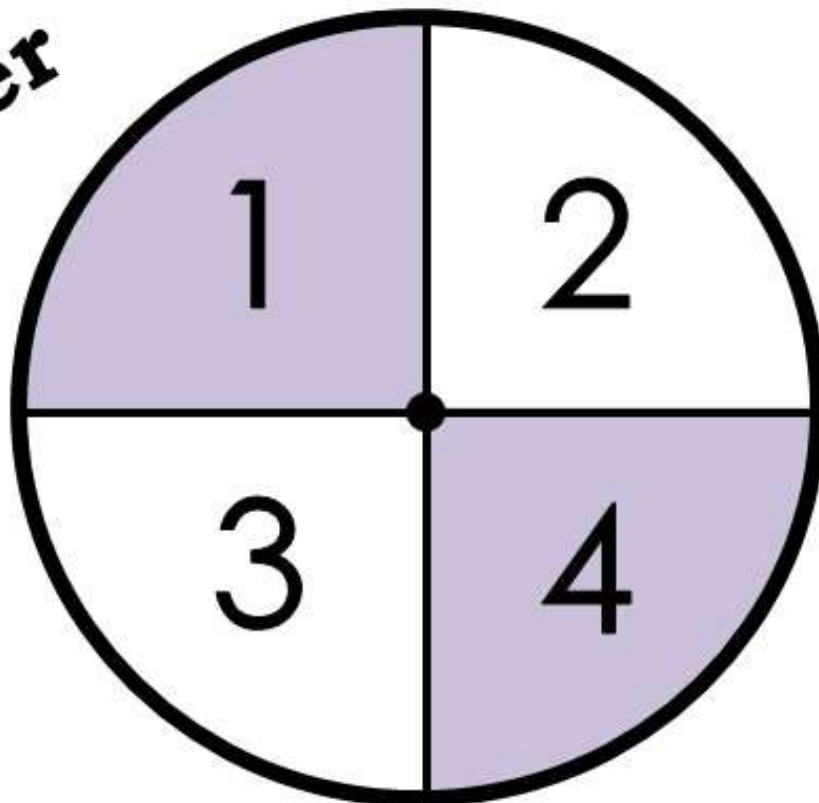




# Candy Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
5. When players land on a corner picture that is not the START corner, they can choose any center space to cover, even if it means bumping another player's piece off.
6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.

START



circus

compass

gallop

stomach

thousand



# ACORN BUMP

sunk

wagon

thank

ribbon



strong



rung



scold

grind

disappear



colt



prong



jolt

stung

rang

cold

bind



swing



mink



prank

host

old



wink



hold



grind

gold

blank

© Denise Urich



stink

find

spring

text

blind





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## **How to Use This Book**

Herein, you will find customizable, themed, game boards to use throughout the school year. The game boards will help you differentiate instruction. Also, I designed the game without cards or flashcards since those can get lost easily. The illustrations on each board and game piece are meant to be talking points or teachable moments about the theme, holiday, or season.

The first customizing feature allows you to choose between using spinners or die cubes. If you have your own dice, then you can skip ahead. If you don't have dice and don't have storage space, then printing a flat spinner will work well for you, because it stores well in an envelope or file folder.

The second customizing feature is for the "budget-conscious". You will first see the generic game cube with assembly directions (as your die), generic game pieces, and generic directions with spinner to print out. These can be used over and over again throughout the year with all the holiday and themed games, without needing to reprint each month; another option is described below.

If you have a bigger budget and time for cutting, then each month, when you print a game board, you can also print the matching game pieces and matching spinner and game directions on how to play BUMP. It will add variety to the games and be exciting for children.

Just a few notes –

For some holidays or seasons, you will see two separate versions of the same theme. Again, this allows you options. You can use one for math and one for English, or one for a high group and one for a low group, etc... I hope that you find the product's customizing options very convenient.

All of the game spaces are tinted a color, in order to help dyslexic readers who have trouble reading on white backgrounds.

Lastly, you will be writing your curriculum questions on all the center spaces of the game board as well as the trail on the game perimeter. Note, in the case of the first game called "School Bump" (shown with monkeys and desks) your curriculum needs to be written under the desks, not over the desks, which allows for more writing space.



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## Teacher and Parent Directions for Game Set Up

1. Print out a game board. Write 12 of your own curriculum questions - math problems, prefixes, suffixes, sight words, alphabet, numbers or foreign language vocabulary - in the exterior, square spaces.
2. Write the same 12 items in random order on the circles or spaces in the center of the game board. For example, you could write "2+5" in a square and "7" in the center circle/space, or "3X8" in the square and "24" in the circle, or write, capital "A" in the square and lowercase "a" in the circle, or "amigo" in the square and "friend" in the circle, or "eight" in the square and "ate" in the circle, etc...Then, laminate the board.
3. Print and cut apart the page with themed, game pieces or use your own game pieces.
4. Group students by 2s or 3s.
5. You will need either one die or one spinner per group. Either print them from this book or use your own. Then, print and pass out one game board to each group. You have 14 themed, game pieces to pass out to each player. Players will only need 13 to play the game, but the author provided one extra, totaling 14. Just make sure each player has a matching set of game pieces, different from the other players in their group. Give each group an assembled spinner or die to use.
6. All players place one game piece on START and keep their other pieces in a pile nearby.
7. Players will take turns spinning/rolling, and moving their game piece forward around the game board trail of squares, possibly going past START and around again.
8. Once a player reads aloud what the teacher wrote in the game board square, he/she finds the match or corresponding space in the middle of the game board and lays one game piece on top of the matching space.
9. If a player wants to cover a center circle/space that already has another player's game piece on it, they bump the opponent's piece off the board and claim it for themselves by placing their own game piece on the circle.
10. BONUS CORNERS -Landing on one of three corner pictures will allow players to choose whichever center circle/space they want. It's kind of like the "Wild" card in a card game.
11. When all circles/spaces are covered, the game is over. The winner is the person who has the most spaces covered in the center of the board.
12. VARIATION - One BUMP variation is to "lock" the circles/spaces. When a player has a game piece on a center circle/space, but later in the game has the chance to cover the same circle a second time, this player lays a second game piece on top of the circle or flips their game piece over, which "locks" that circle. Now, no opponent can bump the first player's piece off for the duration of the game.



## Contents

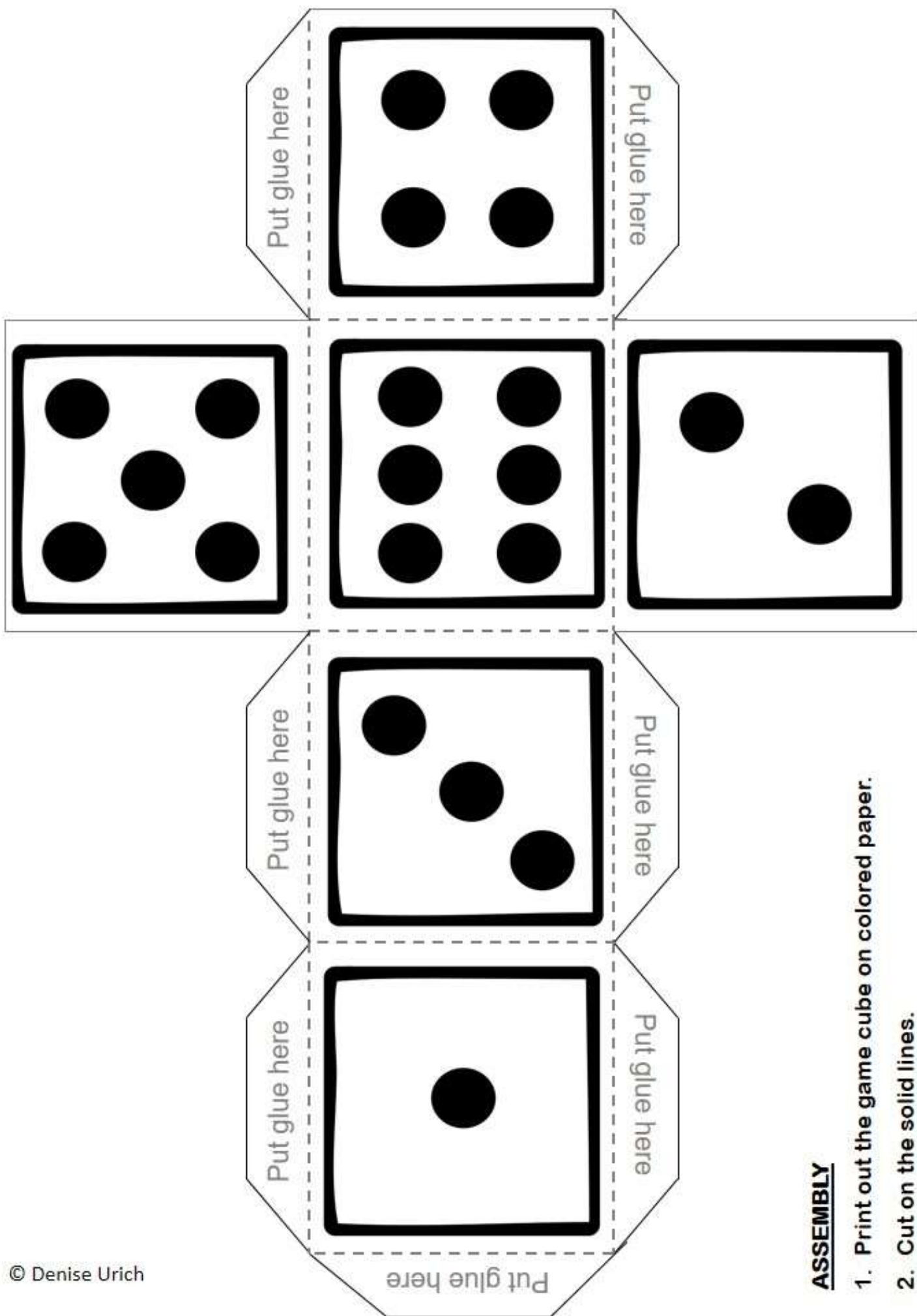
1. Die Cube Template to use with any game
2. Generic Game Pieces to use with any game
3. Generic Game Directions with Spinner to use with any game
4. School Bump
5. Apple Bump #1 –board, game pieces, and spinner
6. Apple Bump #2 –board, game pieces, and spinner
7. Acorn Bump –board, game pieces, and spinner
8. Pumpkin Harvest Bump –board, game pieces, and spinner
9. Falling Leaves Bump –board, game pieces, and spinner
10. Fall Colors Bump –board, game pieces, and spinner
11. Rosh Hashanah – board, game pieces, and spinner
12. Sukkot – board game, game pieces, and spinner
13. Costume Bump –board, game pieces, and spinner
14. Candy Corn Bump –board, game pieces, and spinner
15. Día de los Muertos Bump –board, game pieces, and spinner
16. Thanksgiving Bump –board, game pieces, and spinner
17. Veterans Day Bump –board, game pieces, and spinner
18. Remembrance Day (Canada) - board, game pieces, and spinner
19. Winter Bump –board, game pieces, and spinner
20. Gingerbread Bump –board, game pieces, and spinner
21. Penguin Bump –board, game pieces, and spinner
22. Martin Luther King, Jr. Bump –board, game pieces, and spinner
23. Australia Bump –board, game pieces, and spinner
24. Football Bump (American) –board, game pieces, and spinner
25. Groundhog Day Bump –board, game pieces, and spinner
26. Chinese New Year Bump –board, game pieces, and spinner
27. Dental Health Bump -board, game pieces, and spinner
28. Valentine's Bump - board, game pieces #1, game pieces #2, and spinner

## Contents (Continued)

29. Presidents' Day Bump –board, game pieces, and spinner
30. Reading Bump –board, game pieces, and spinner (For Read Across America or any day)
31. Luck of the Irish Bump –board, game pieces, and spinner (For St. Patrick's Day or Irish Pride)
32. Passover Bump - board, game pieces, and spinner
33. Earth Day Bump- board, game pieces, and spinner
34. Cinco de Mayo Bump- board, game pieces, and spinner
35. Mother's Day Bump- board, game pieces, and spinner
36. Armed Forced Bump (USA) - board, game pieces, and spinner
37. Memorial Day (USA) - board, game pieces, and spinner
38. Father's Day Bump- board, game pieces, and spinner
39. Memorial Day Bump – board games, game pieces, and spinner
40. Spring Bump –board, game pieces, and spinner
41. Garden Bump –board, game pieces, and spinner
42. Bee Bump –board, game pieces, and spinner
43. Canada Bump –board, game pieces, and spinner
44. July 4<sup>th</sup> Bump (U.S.A. Independence)
45. Beach Bump –board, game pieces, and spinner
46. Vacation Bump - board, game pieces, and spinner
47. Space Bump #1
48. Space Bump #2 –board, game pieces, and spinner
49. Ocean Bump –board, game pieces, and spinner
50. Birthday Party Bump –board, game pieces, and spinner (Works well for Statehood day, too)
51. Bubble Gum Bump –board, game pieces, and spinner
52. Chocolate Bump –board, game pieces, and spinner
53. Candy Bump –board, game pieces, and spinner
54. Brain-Based Teaching Strategies



Use one die or print the themed spinners throughout the book.



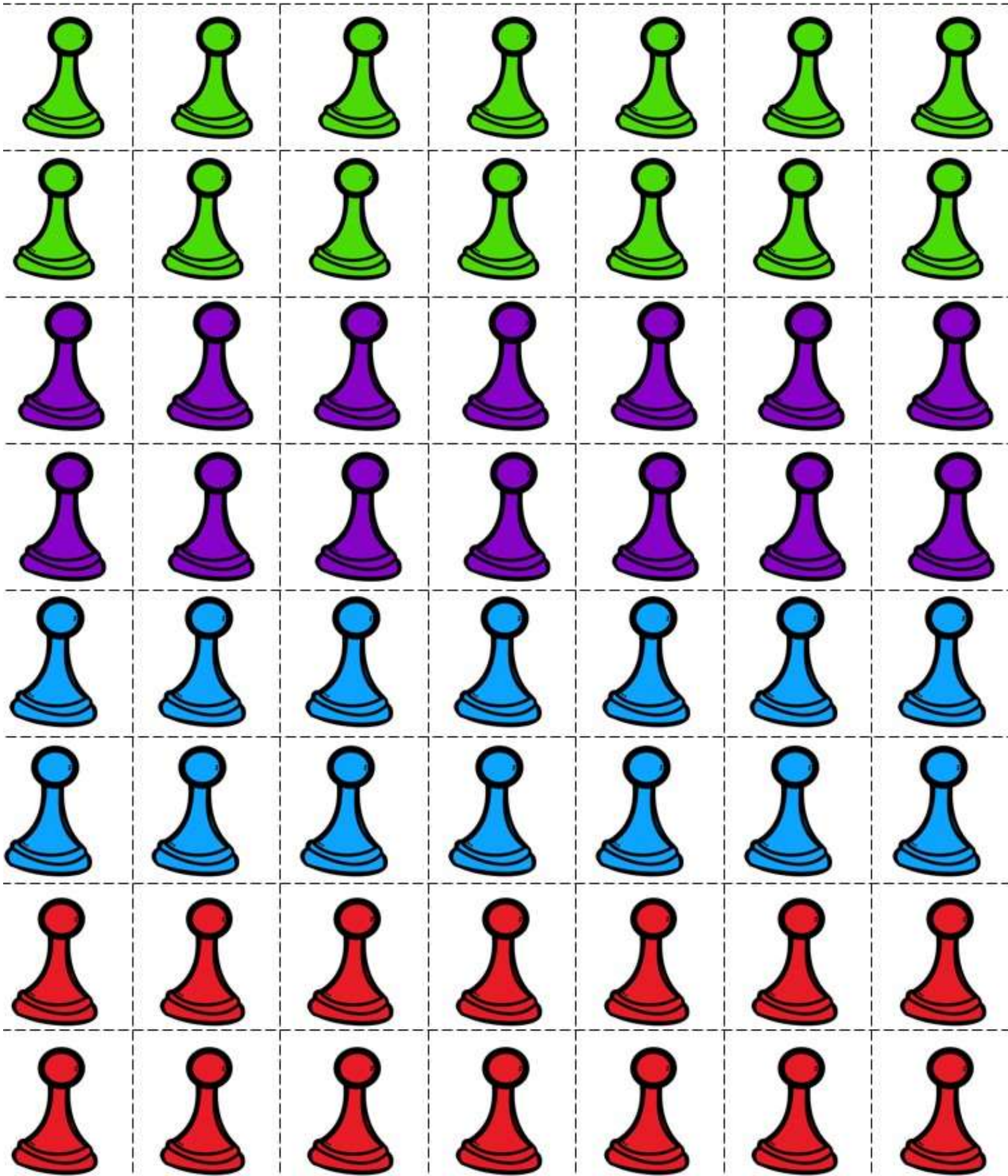
### **ASSEMBLY**

1. Print out the game cube on colored paper.
2. Cut on the solid lines.
3. Fold down on the dashed lines so that you create a cube shape.
4. Use white glue to glue the tabs on the inside of the cube underneath the dice flaps.

# Generic Game Pieces

Print, laminate, and cut out these squares of generic game pieces.

Use for any BUMP Game. Or, use the coordinating, themed game pieces that follow each BUMP board game.

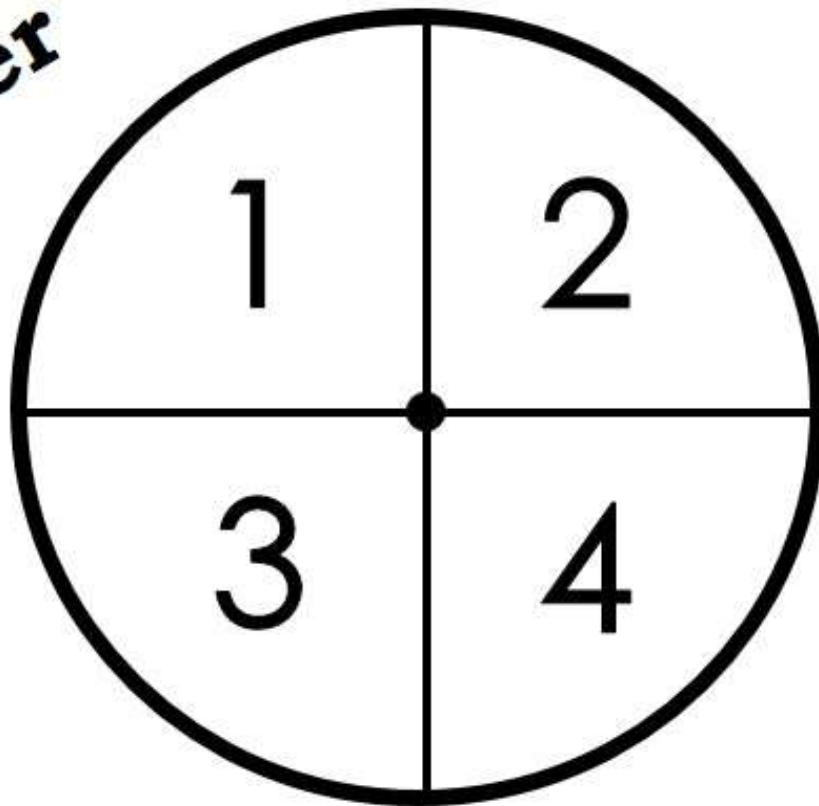




# Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
5. When players land on a corner picture that is not the START corner, they can choose any center space to cover, even if it means bumping another player's piece off.
6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.

START



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# SCHOOL BUMP



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# Themed Game Pieces

Print, laminate, and cut out these square game pieces. Use for the BUMP Games. One player gets 14 pieces with the same pictures, while another player gets 14 game pieces with different pictures. Up to four people can play on the same game board.

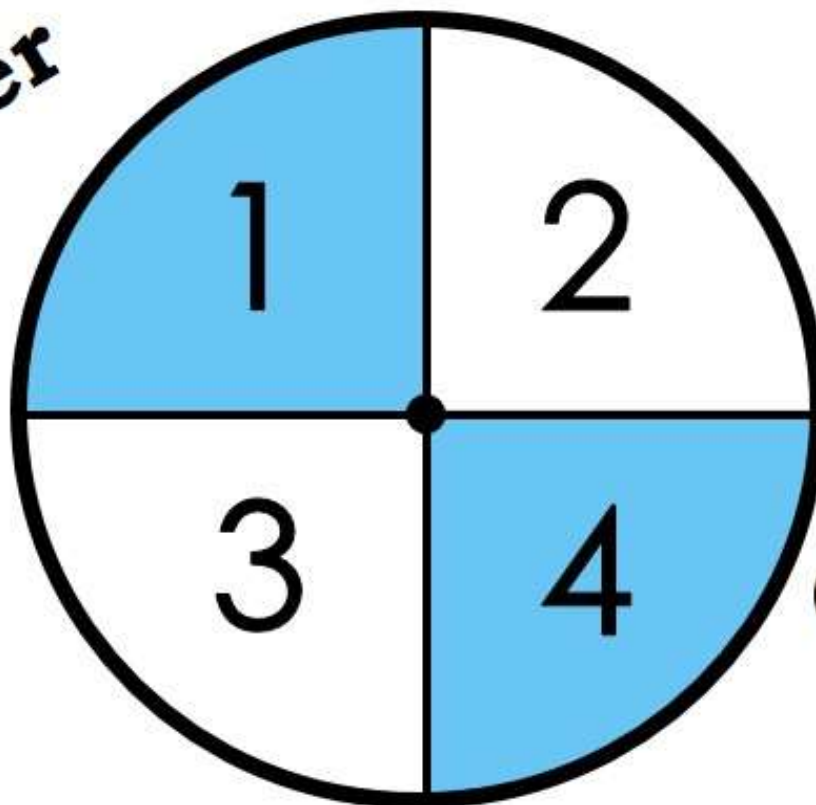




# School Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



START



sad

set

mop

map

rig



fox

# APPLE BUMP #1

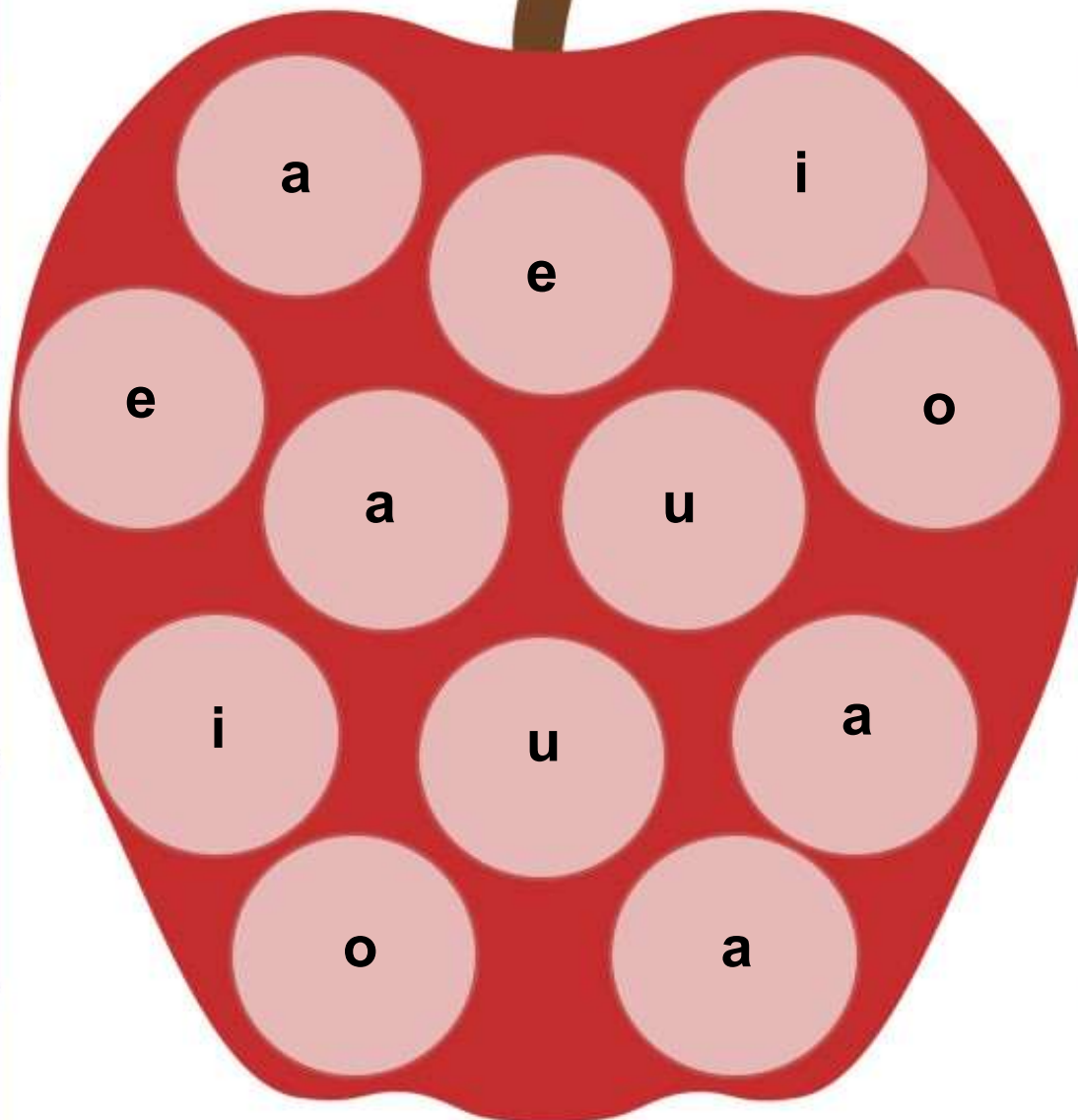
rap

pig



fig

cab



mud

nut

yes

kit

let

vet

net

mad

rub

© Denise Urich

gum

cop

fit

bug

fog





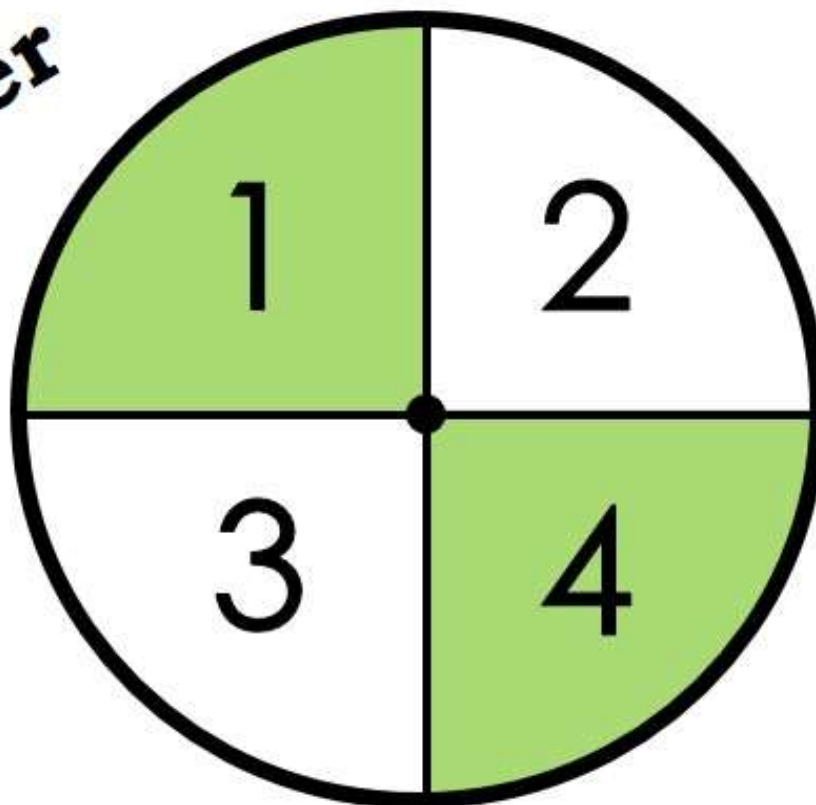




# Apple Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.

START



rash

such

chip

much

shot



luck

# APPLE BUMP #2

moth

Beth



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rich



shock

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chick

whip

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fish

dash

thud

path

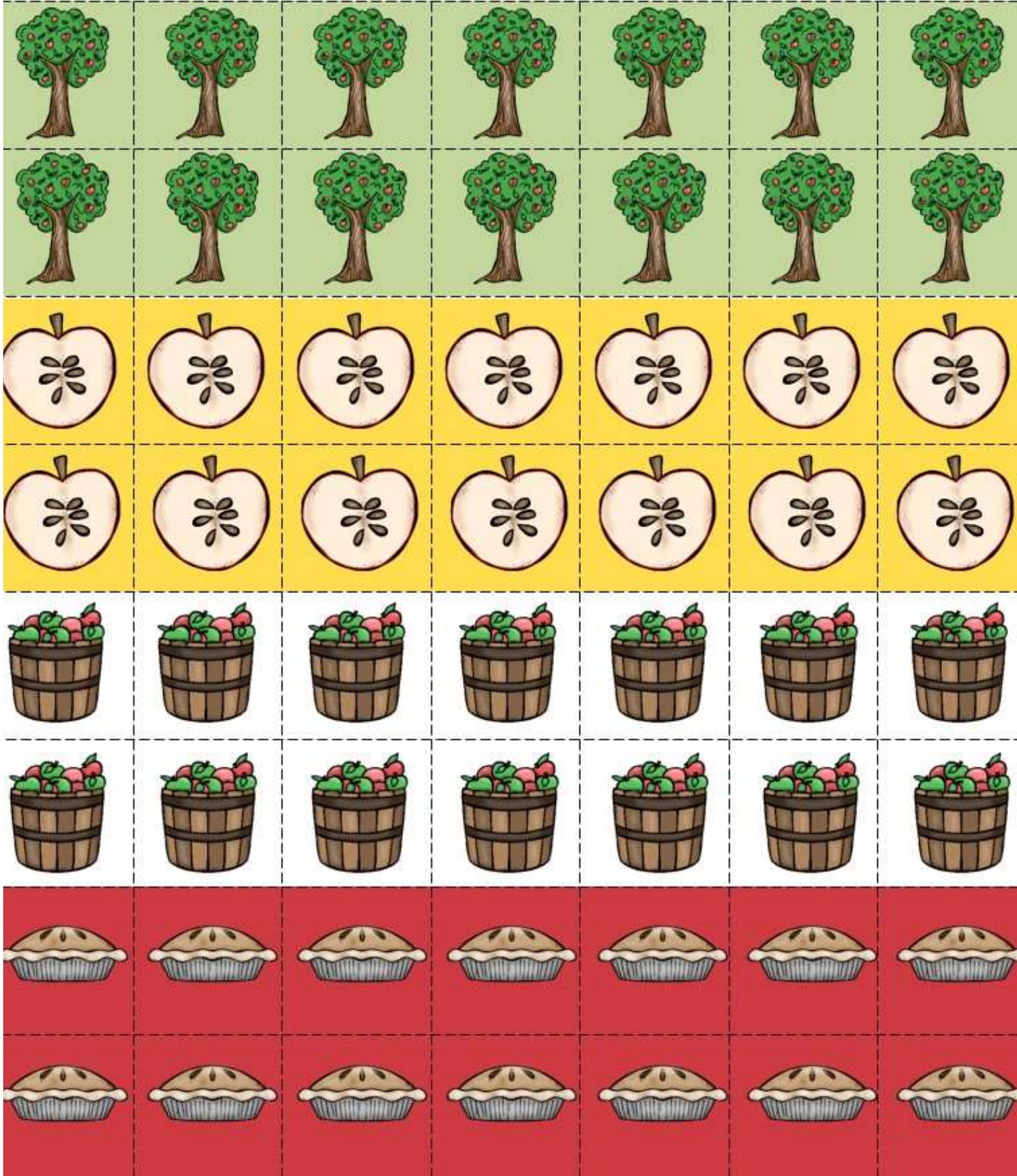
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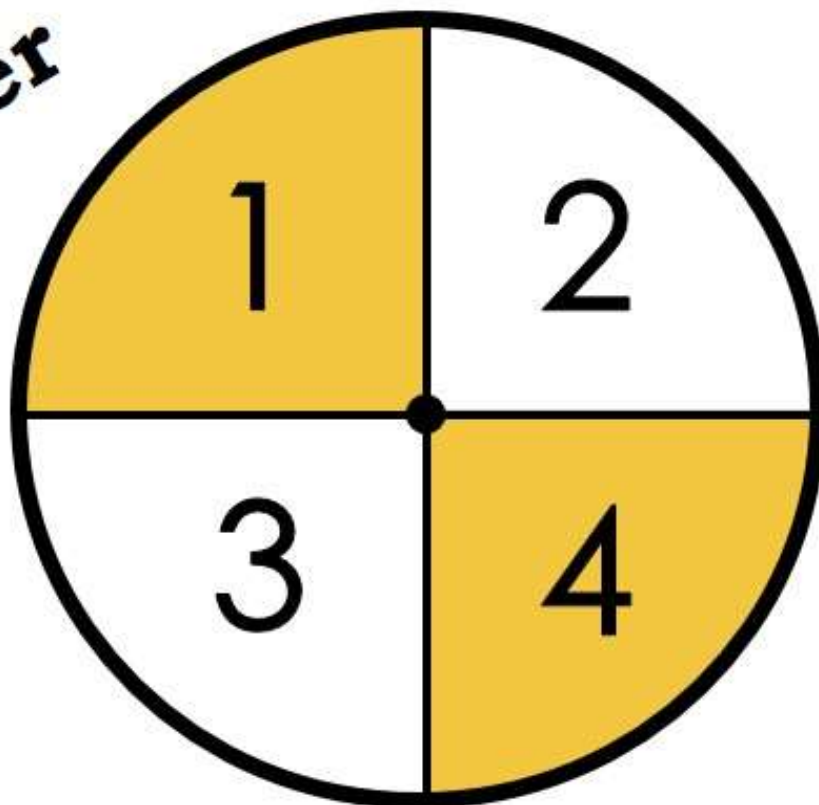




# Apple Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



START



shop

ship

chin

chat

thud



# ACORN BUMP

sock

thin

kick

sh

th

wh

whip

whale

shed

ck

sh

ch

moth

duck

puck

wh

ch

th

lick

wish

with

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th

ck

white

rash

© Denise Ulrich



math

rich

wheel

chip

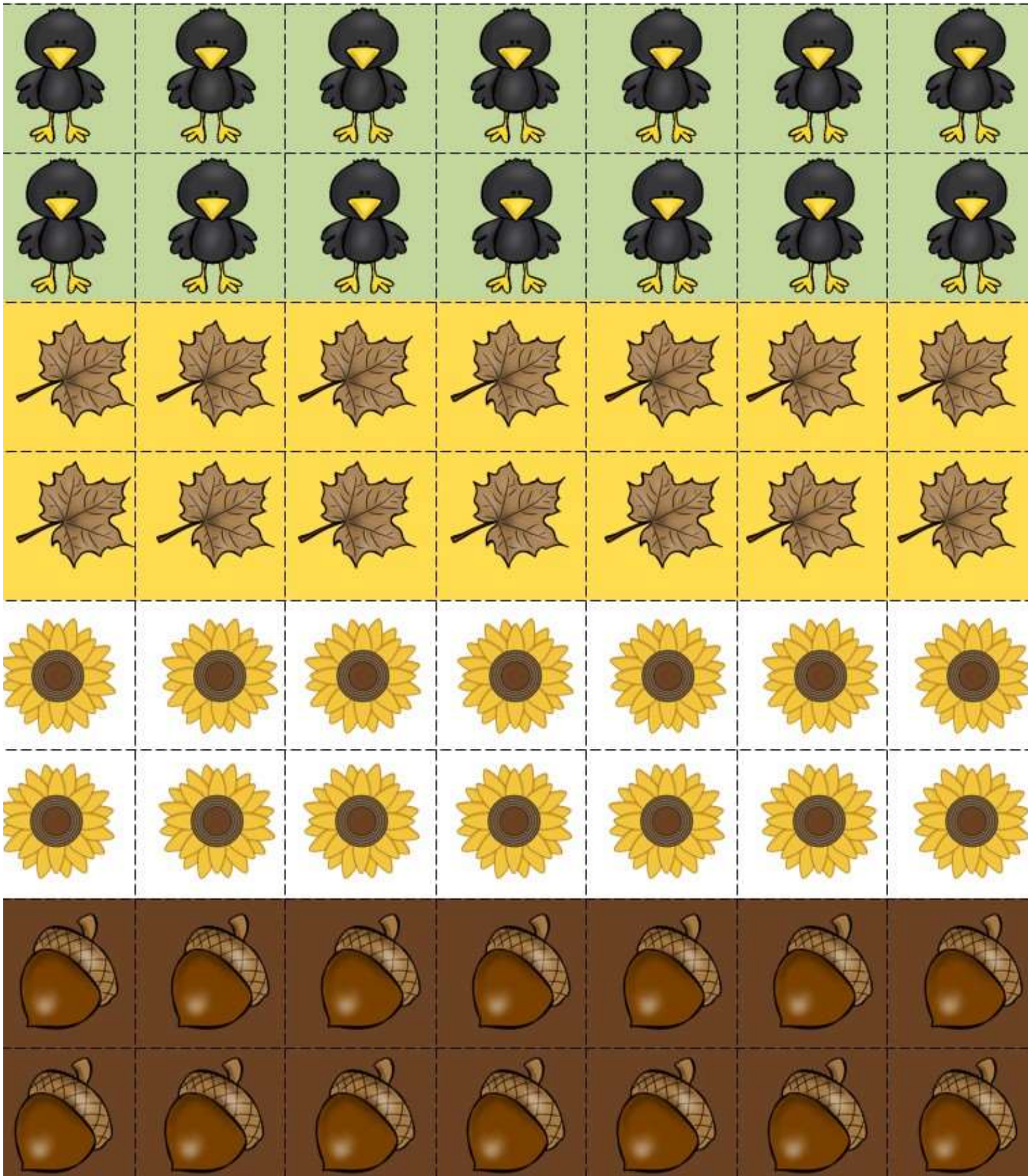
such





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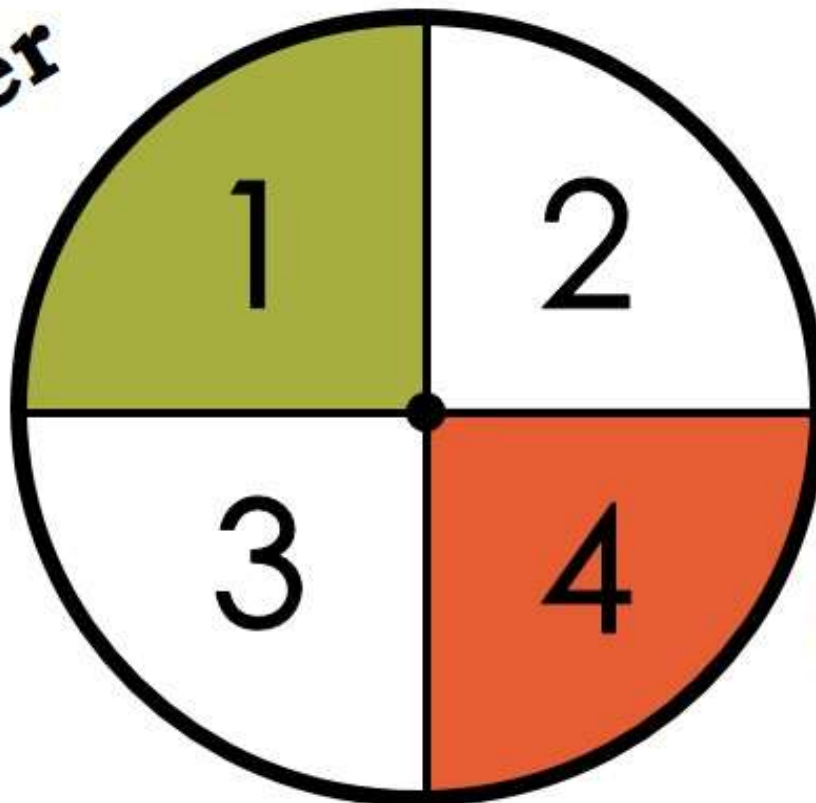




# Acorn Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.

START



fuss

shell

cuff

miss

kiss



# PUMPKIN HARVEST

ball

off

## BUMP

mall

fill

-all

-ll

-ff

tall

puff

-ll

-ff

-ss

fall

toss

wall

hill

-ll

-ss

nonsense  
word

woff

fell

will

chill

-ss

-ff

-all



pill

bell

viff

mess

well





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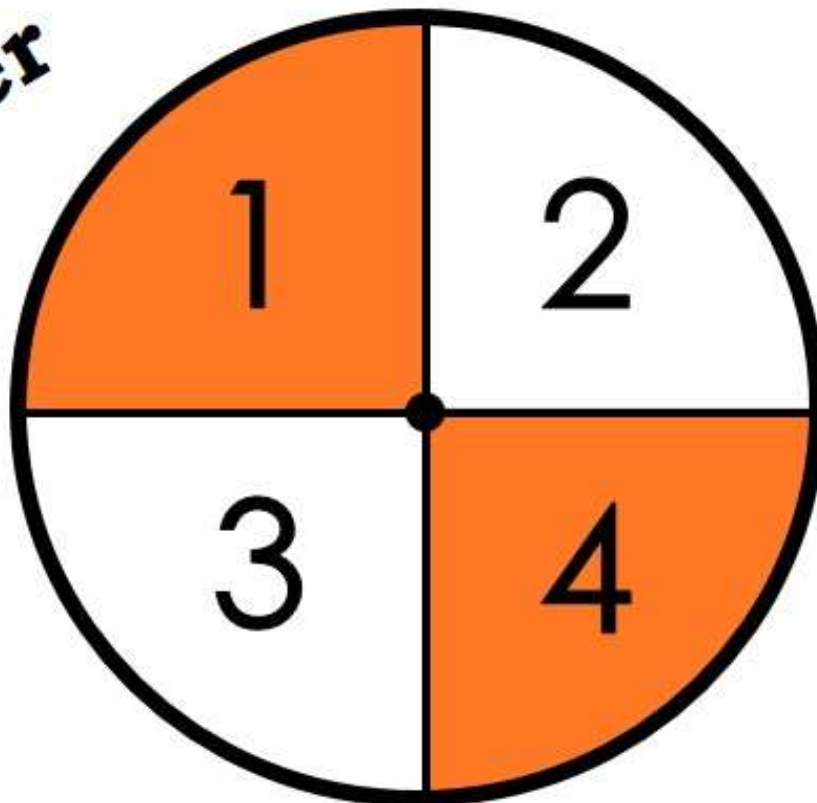




# Pumpkin Harvest Bump

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



START



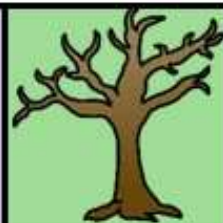
you

your

I

they

was



for

# FALLING LEAVES



# BUMP

one

his

said

you

your

I

they

she

has

was

one

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and

I

was

she

has

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and

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your

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said

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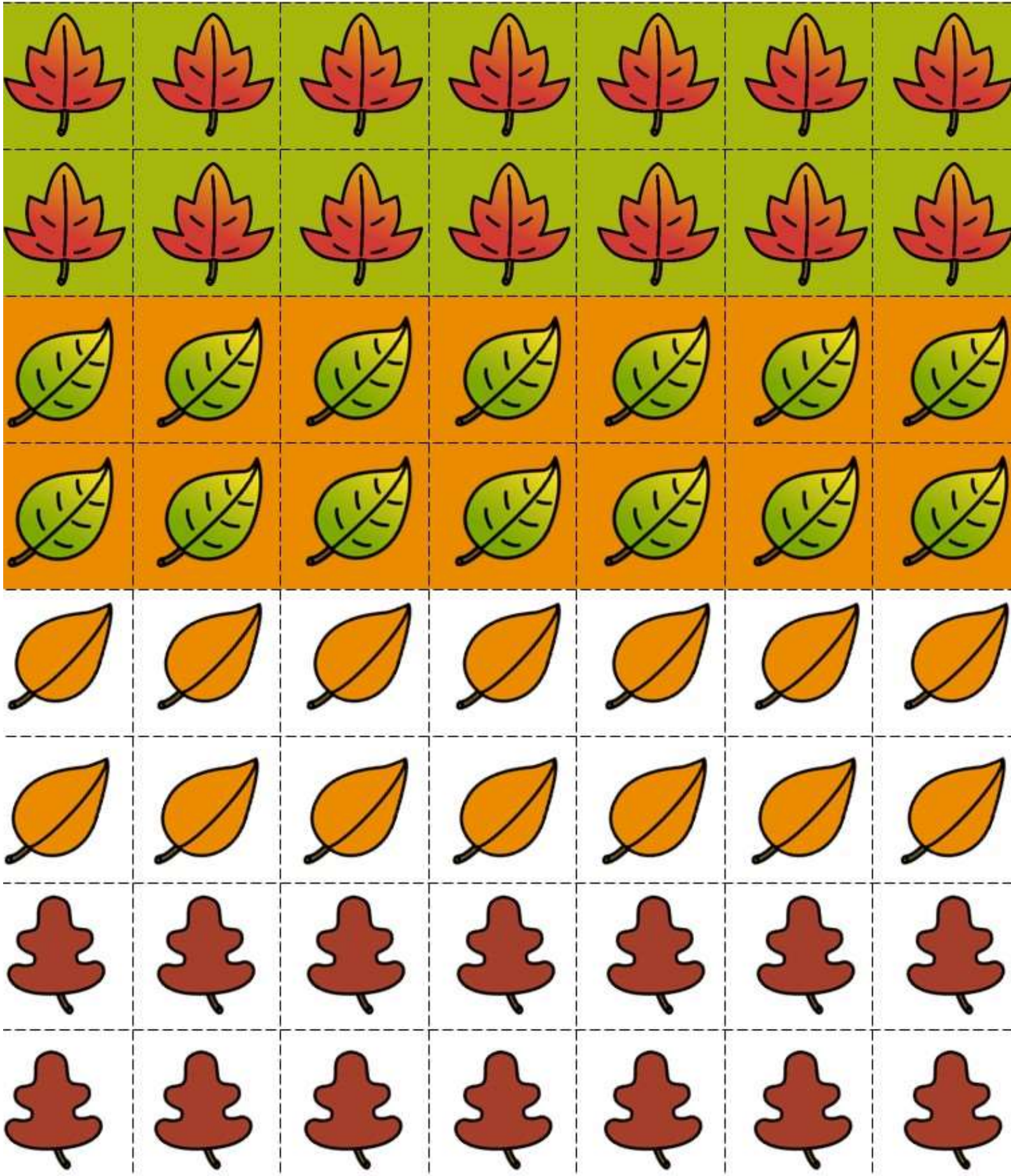
you





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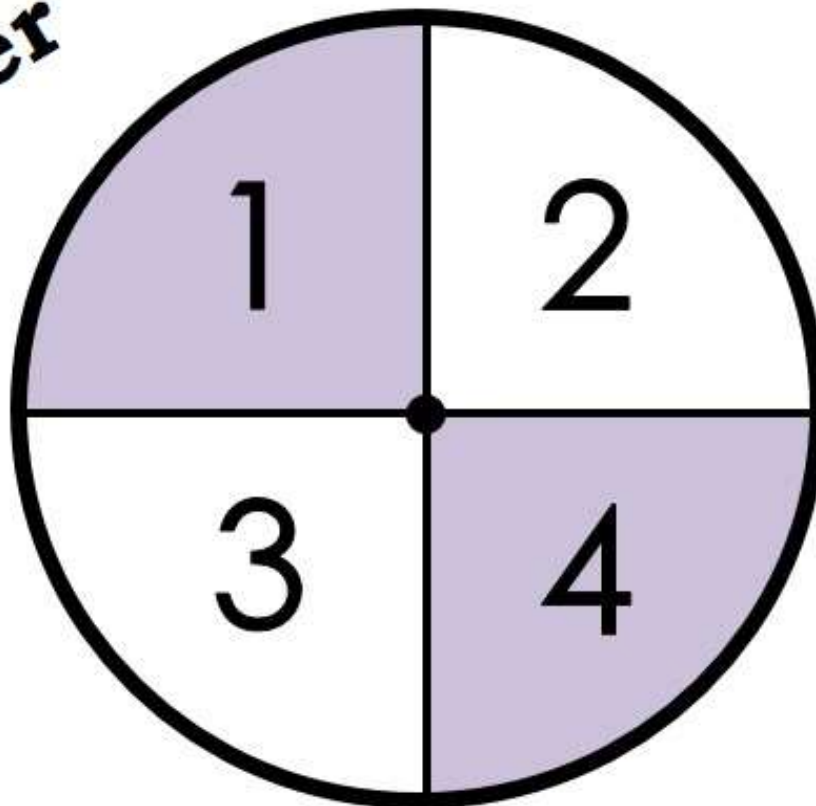




# Falling Leaves Bump

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.

START



ham

call

rock

moth

wish



bell

# FALL COLORS BUMP

can

puff

-am

-an

-all

ball

whip

-ck

-th

-sh

mess

chip

th-

-ll

-ss

path

toss

will

-ff

ch-

wh-

thick

jam

than



math

kick

wall

ran

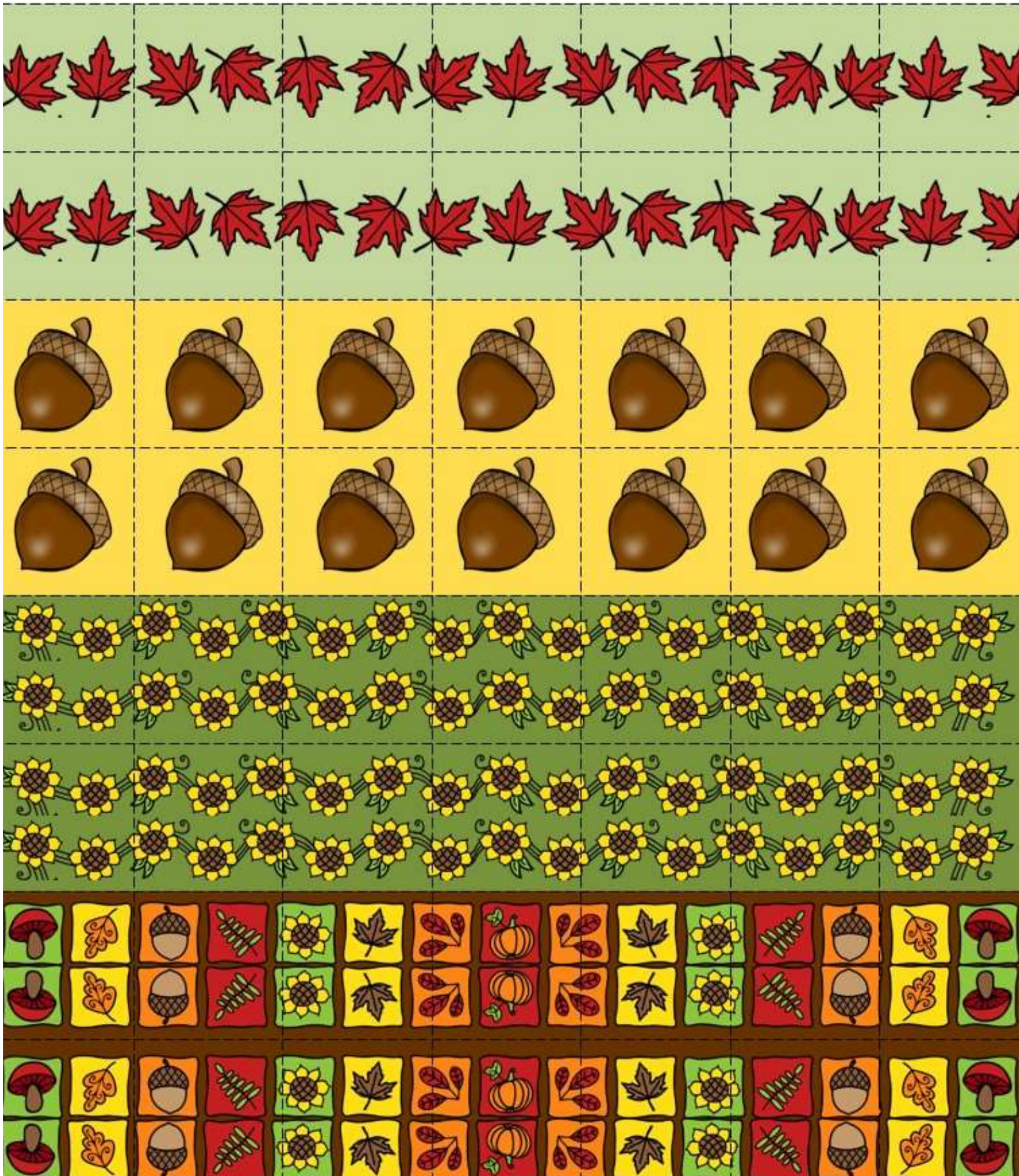
tell





# Themed Game Pieces

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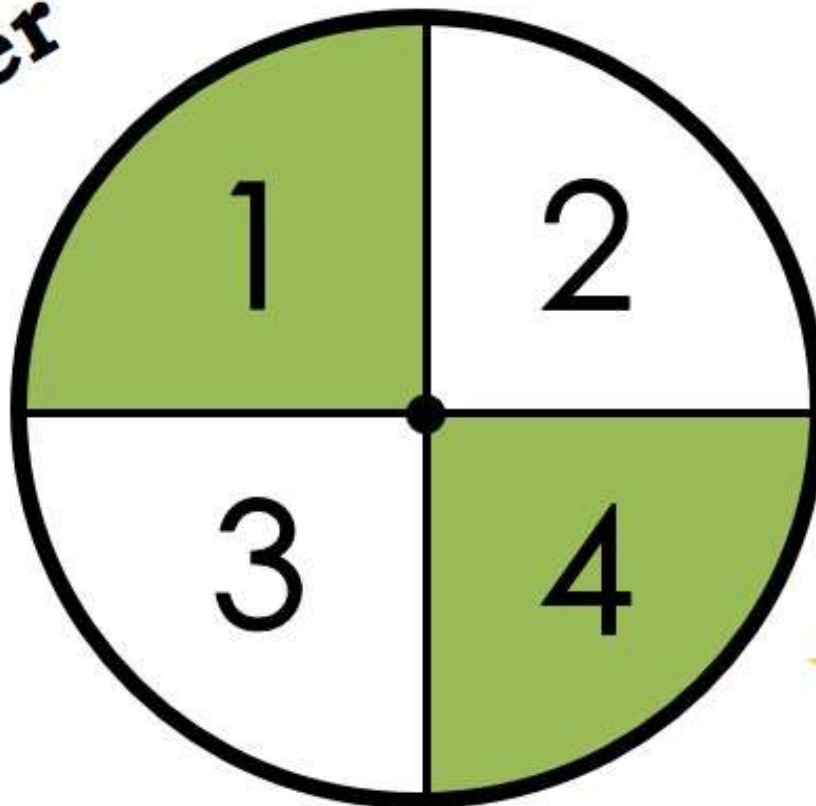




# Fall Colors Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
5. When players land on a corner picture that is not the START corner, they can choose any center space to cover, even if it means bumping another player's piece off.
6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



START



text

text

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text



text

# ROSH HASHANAH

## ראש השנה

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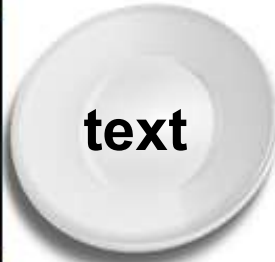


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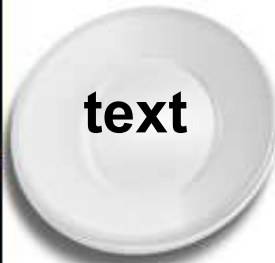
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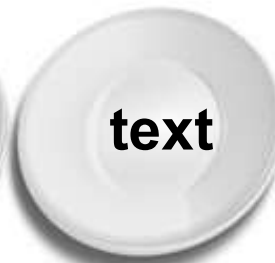
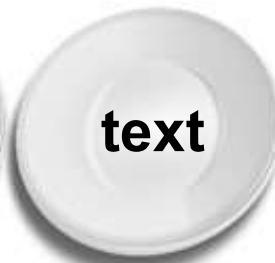
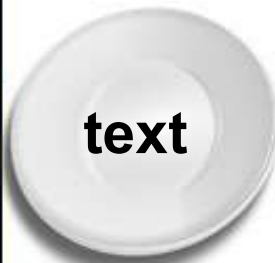


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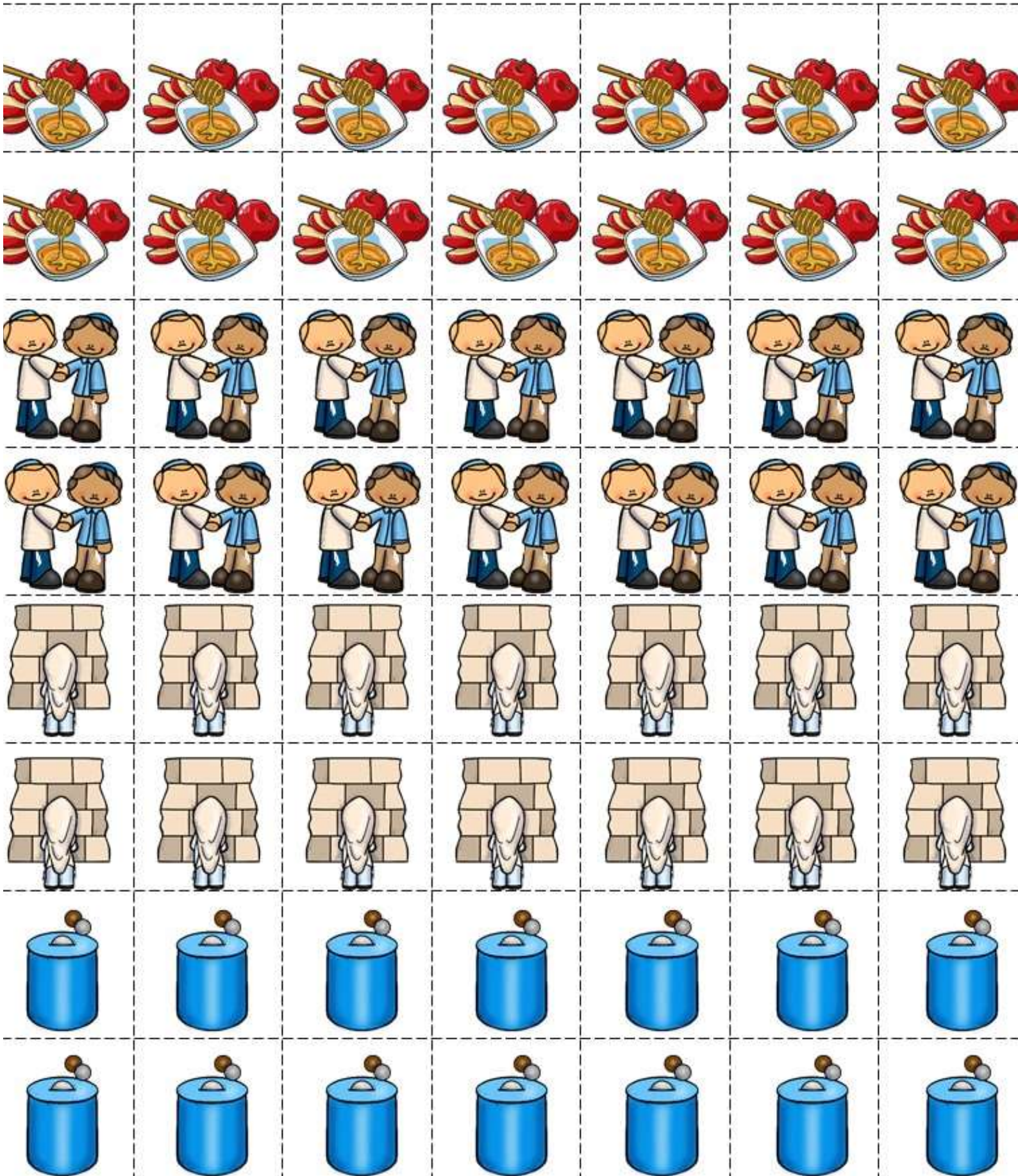
text





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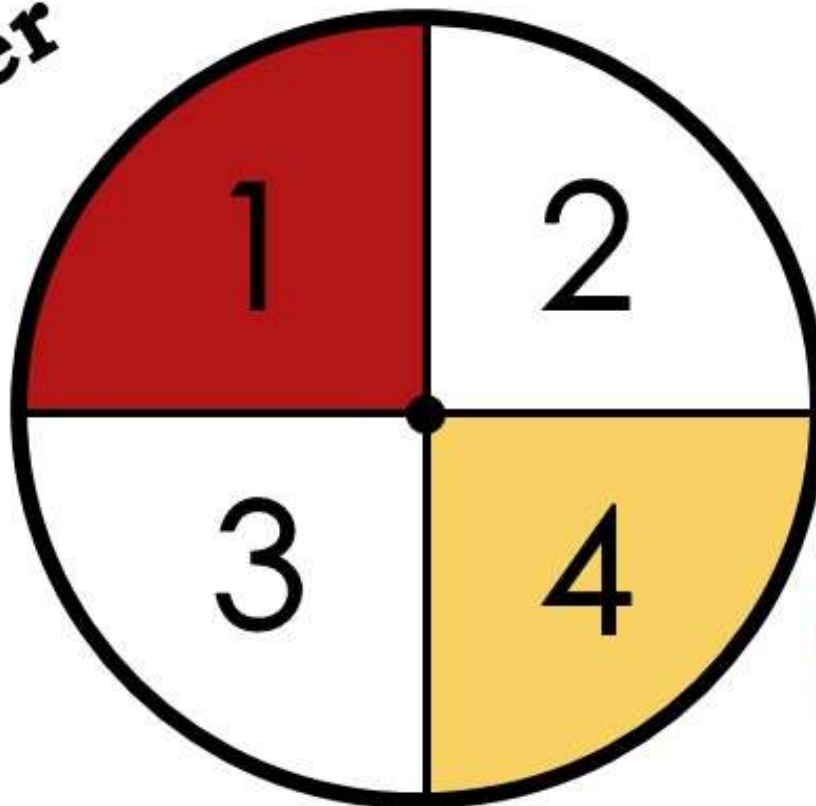




# Rosh Hashanah Bump

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
5. When players land on a corner picture that is not the START corner, they can choose any center space to cover, even if it means bumping another player's piece off.
6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.

START



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# SUKKOT BUMP

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סָכוֹת

סָכוֹת

סָכוֹת

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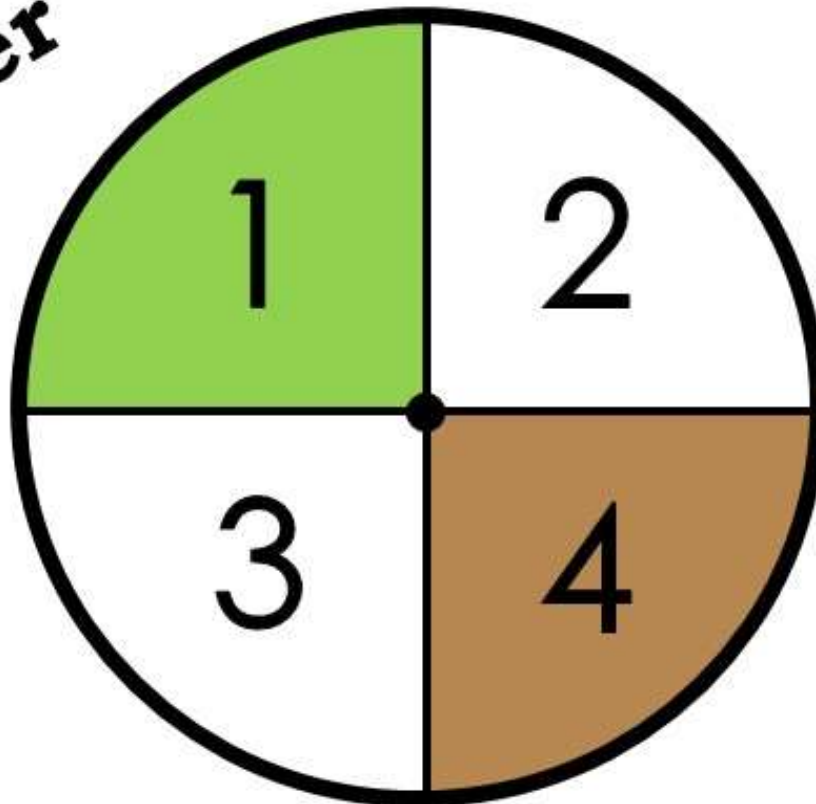




# Sukkot Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
5. When players land on a corner picture that is not the START corner, they can choose any center space to cover, even if it means bumping another player's piece off.
6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



START



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# COSTUME BUMP

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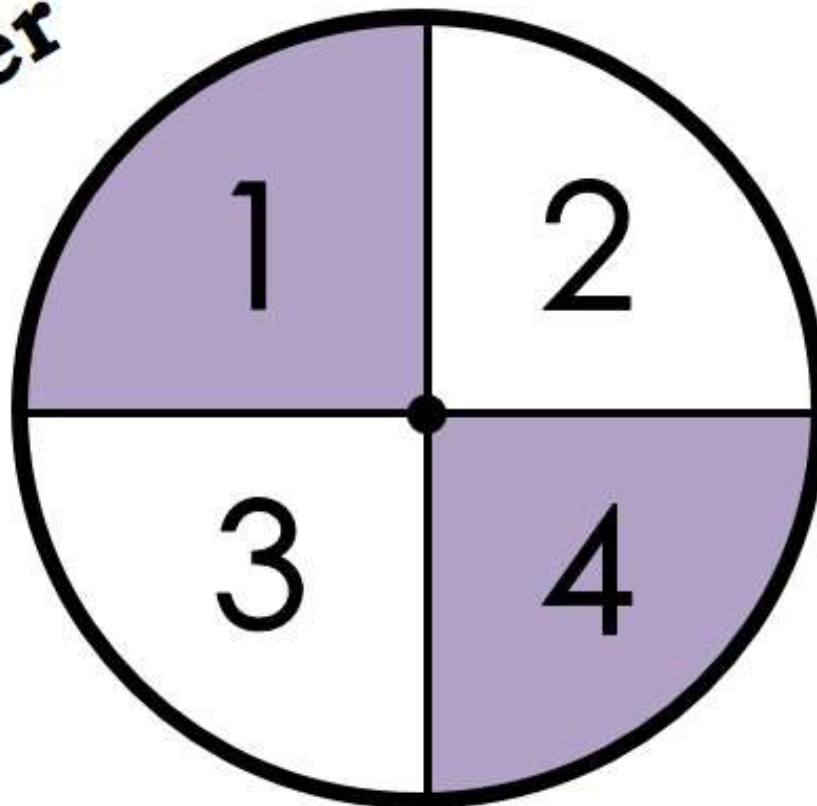




# Costume Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.

START



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# CANDY CORN BUMP

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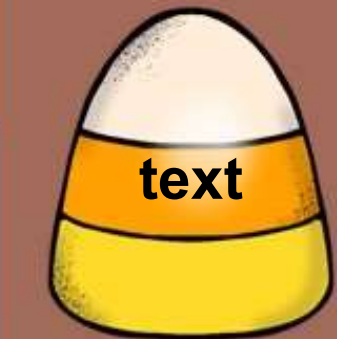
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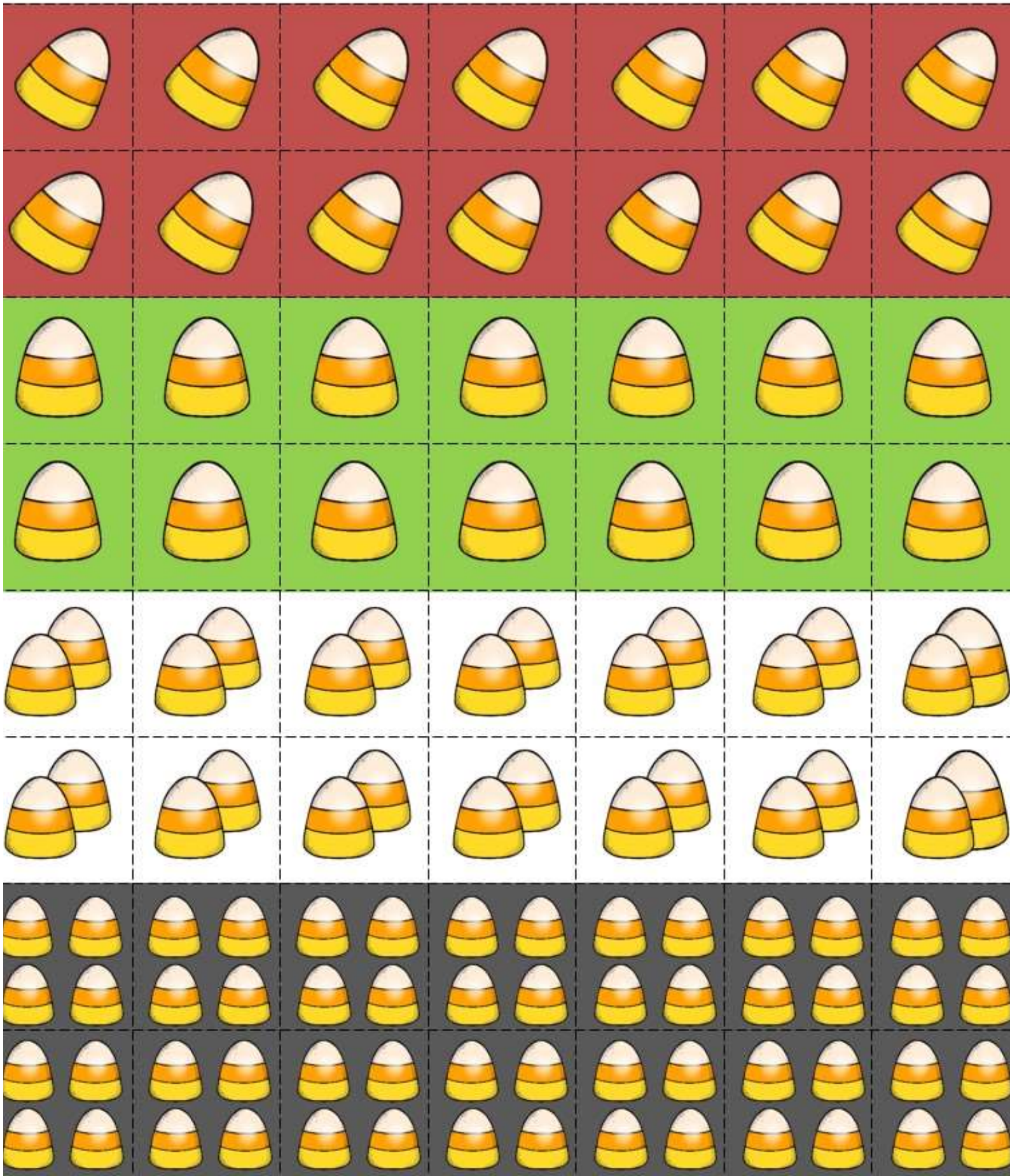
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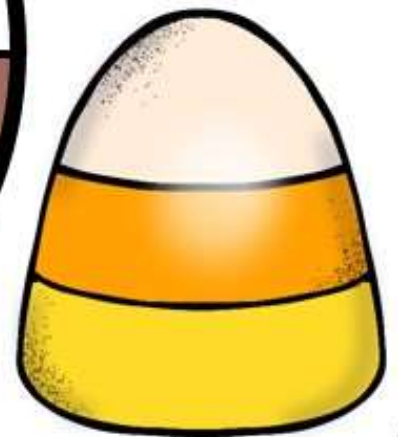
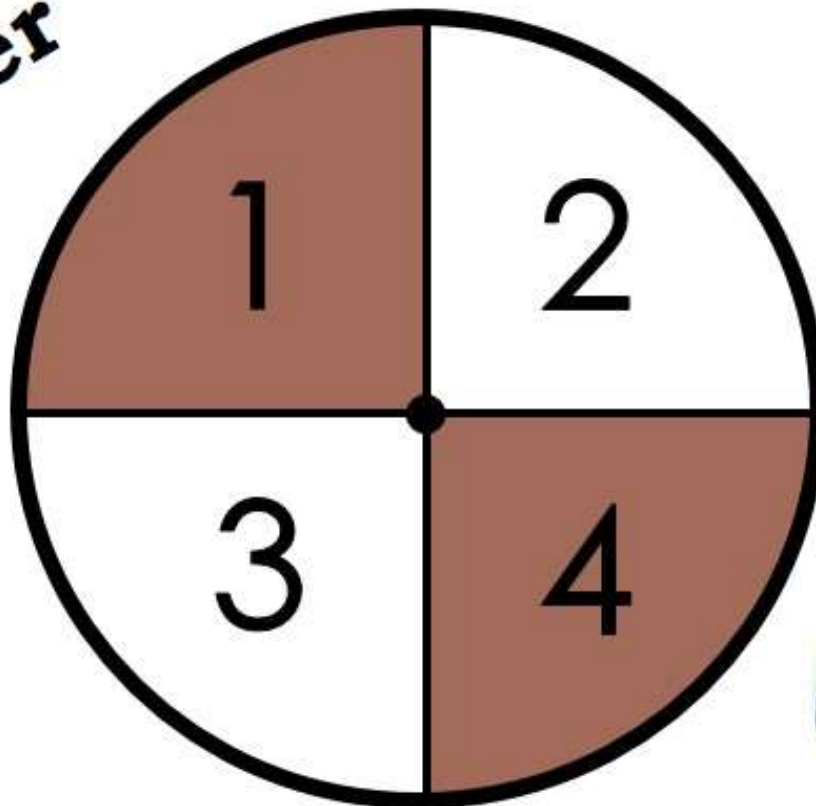




# Candy Corn Bump

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



START



text

text

text

text

text



text

# Día de los Muertos

text

text



text



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text

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text

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text



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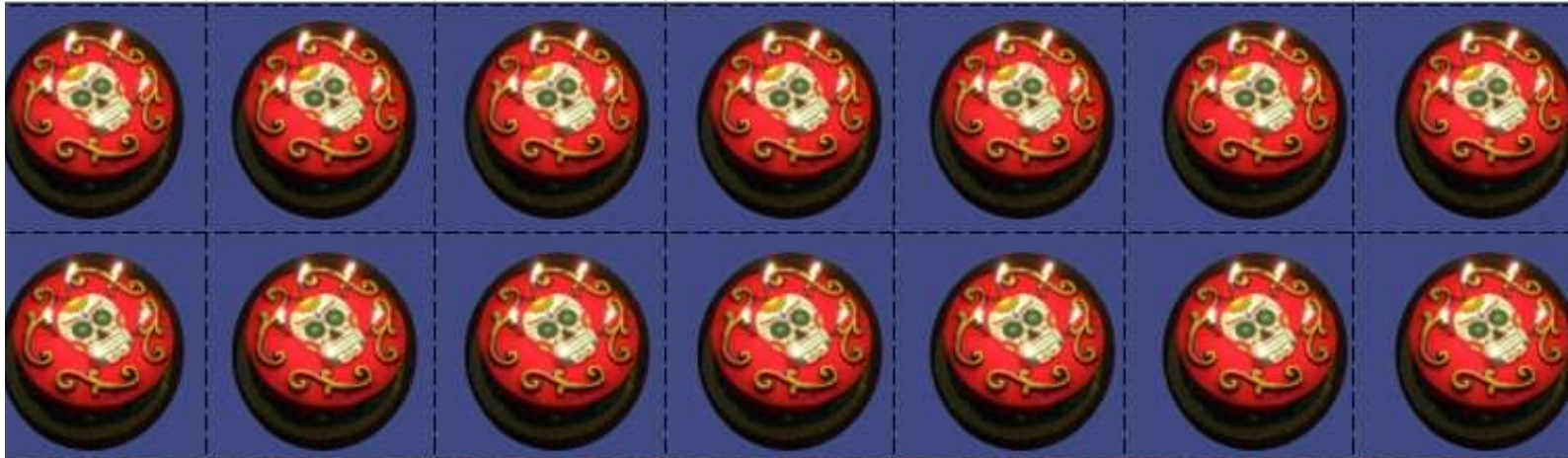
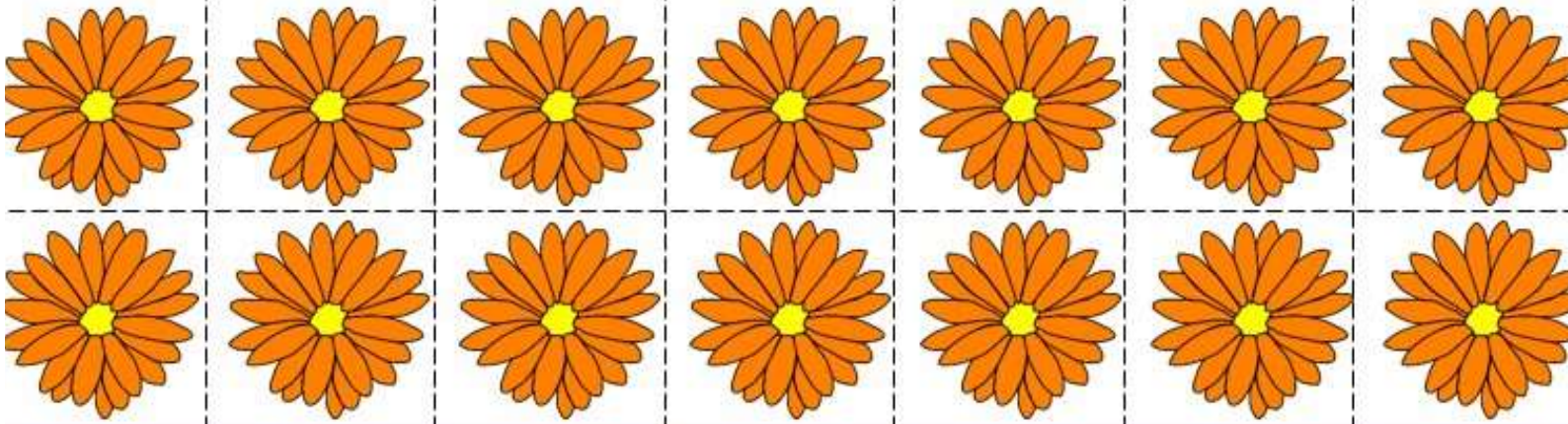
text





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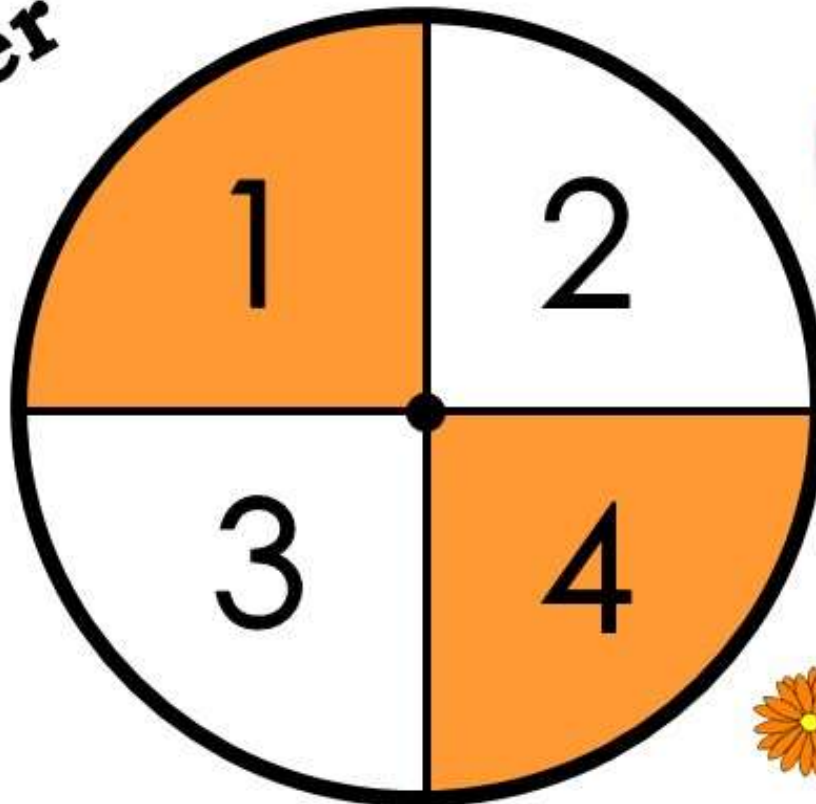




# Día de los Muertos Bump

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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**Spinner**



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START



jams

pens

shops

pups

webs



sacks

# THANKSGIVING BUMP

nets

bells

-s

-ams

-ells

-s

pegs

socks

-ths

-s

-ills

-s

hams

bills

-ocks

-ells



chins

socks

-s

backs

shells



-acks

tells

rocks

mills

paths

locks

necks

maps

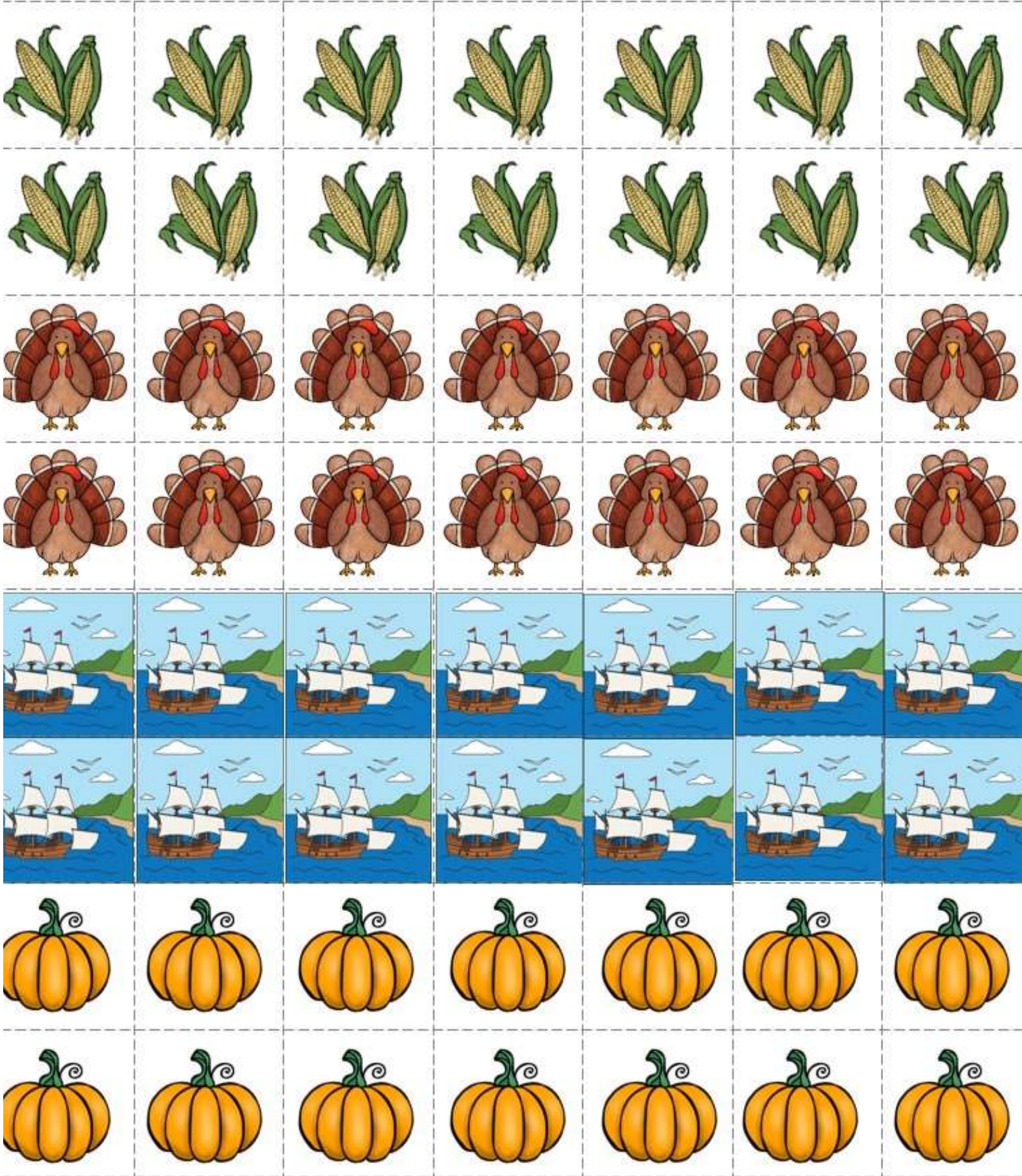
chills





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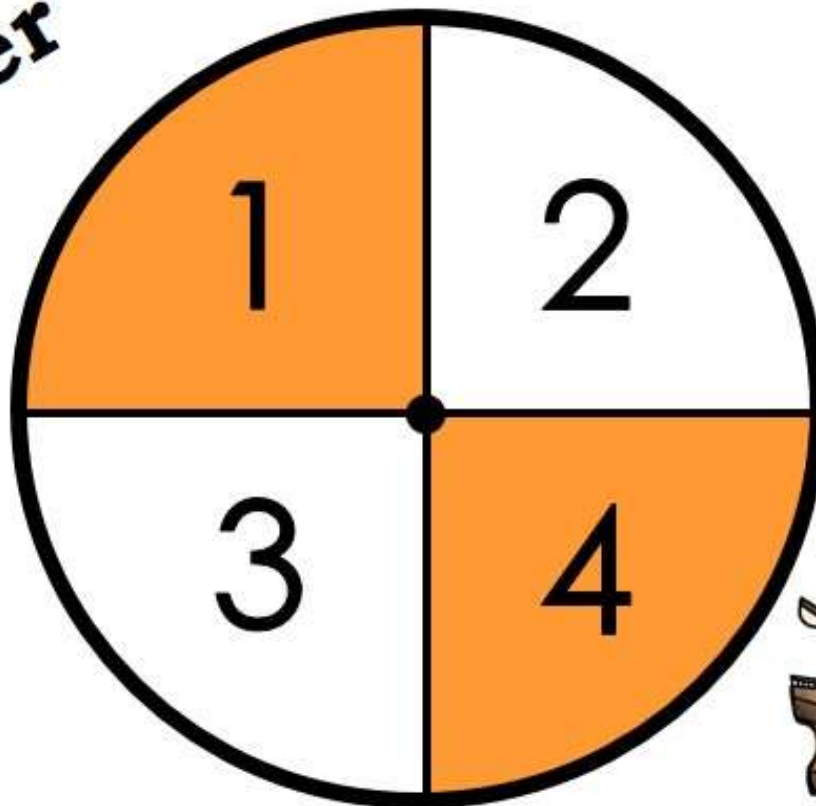




# Thanksgiving Bump

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



START



bang

ring

long

lung

song



honk



king

thing



hang




chunk

junk

sink

ank  
  
 bank  
 /ank/

ink  
  
 pink  
 /ink/

ang  
  
 fang  
 /ang/

unk  
  
 junk  
 /unk/


rink

fang

onk  
  
 honk  
 /onk/

ink  
  
 pink  
 /ink/

ank  
  
 bank  
 /ank/

ung  
  
 lung  
 /ung/


thank

bank

bonk

hung

ong  
  
 song  
 /ong/

ing  
  
 ring  
 /ing/

ang  
  
 fang  
 /ang/

unk  
  
 junk  
 /unk/

bunk

chunk

wings

yank

gong

sung





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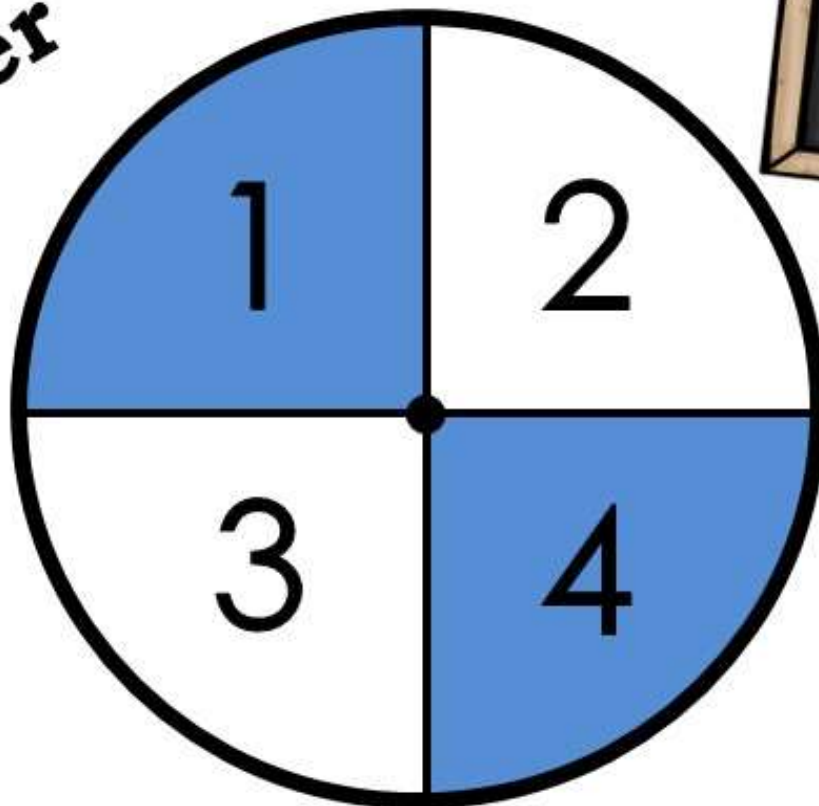




# Veterans Day Bump

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



START



text

text

text

text

text



text

★ REMEMBRANCE DAY ★

text

text



text

text

text

text

text

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text

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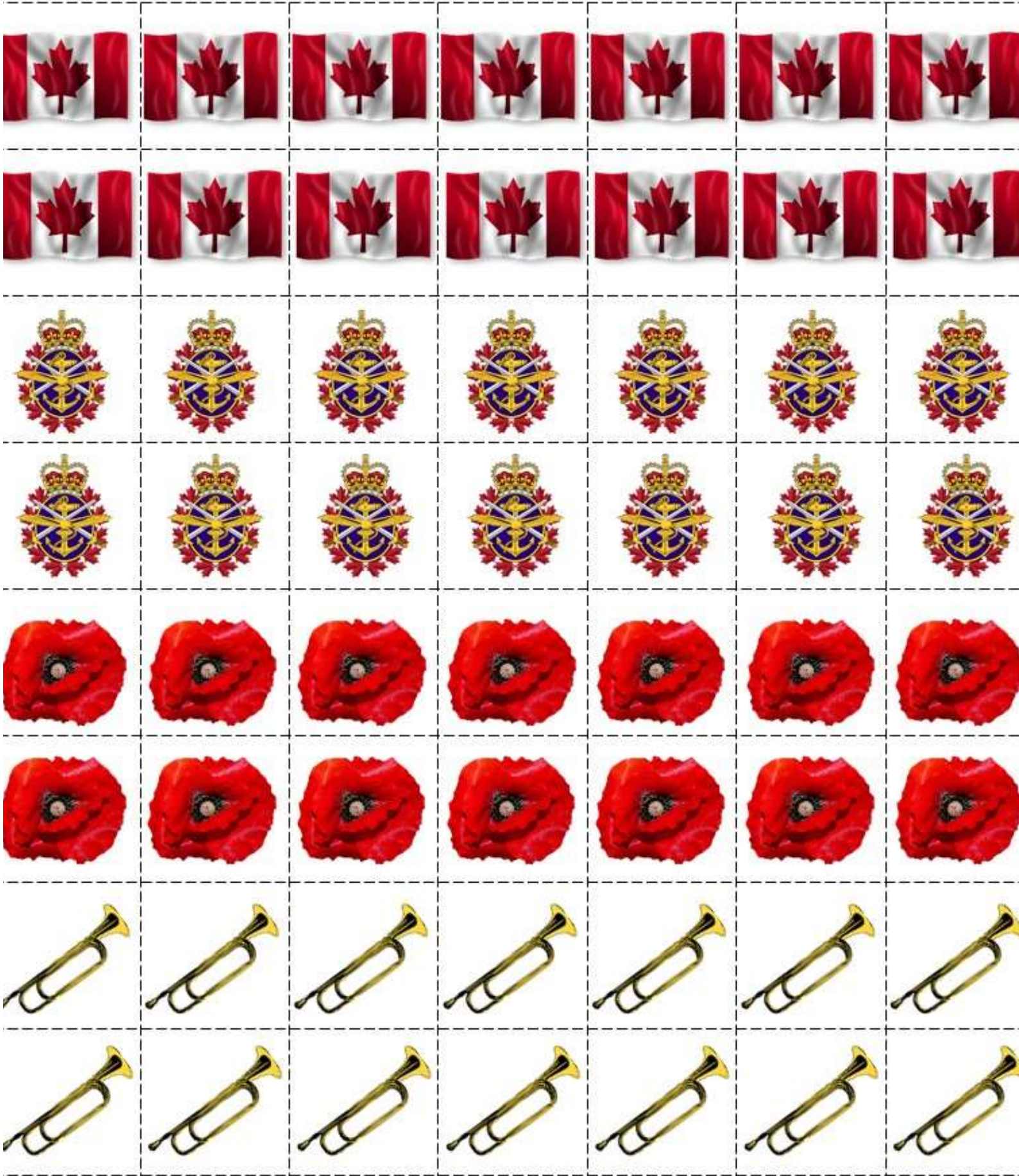
text





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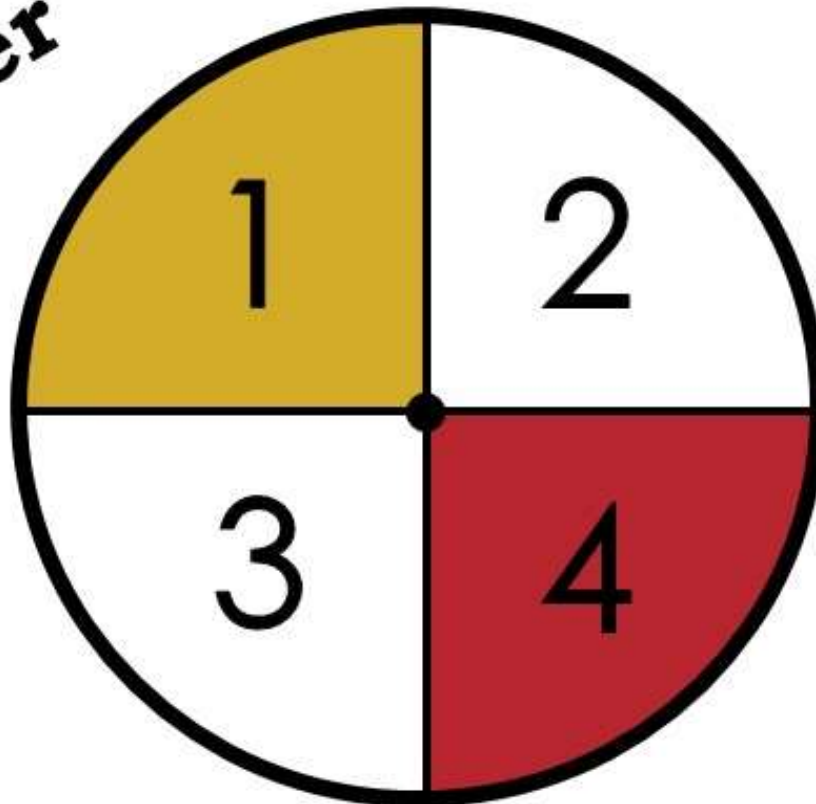




# Remembrance Day Bump

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



START



bark

germ

swirl

north

nurse



# WINTER BUMP

spark

horn

ar

ur

er

or

chirp

burn

torn



er



ir



bird

curl

ar

er

car

dark



or



ur

her

bar



first

curb

ir



ar



hard



clerk

hurt

corn

girl

perch





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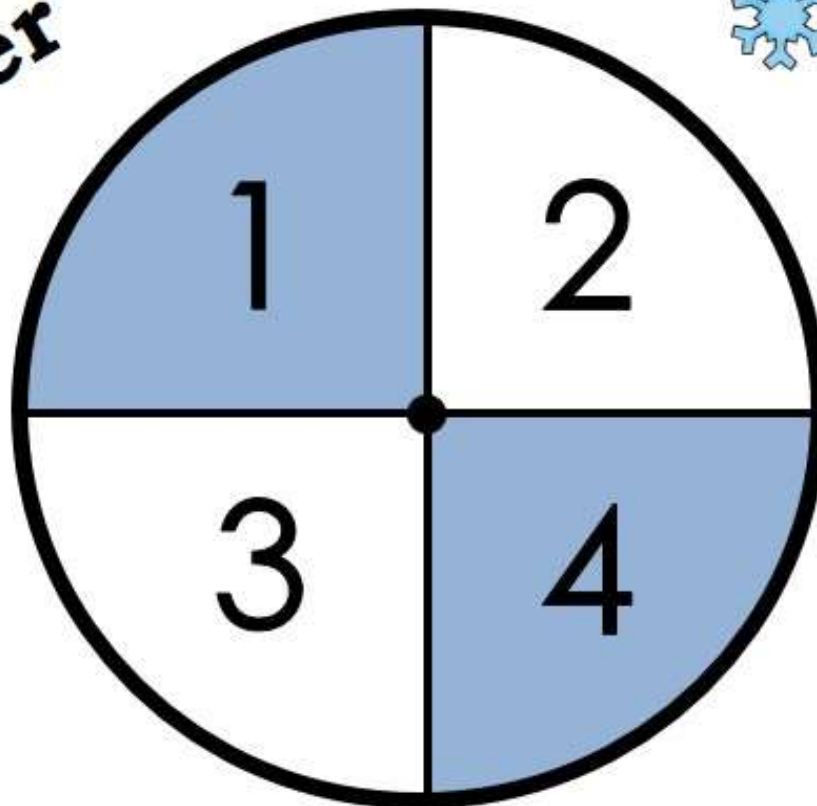




# Winter Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
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**Spinner**



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START



obstacle

reshuffle

autograph

container

royalty



pineapple



# GINGERBREAD BUMP



unsettle

envelope



barbecue

particle



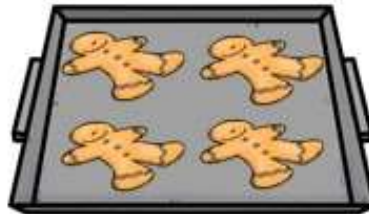
committee

overtime



reasonable

magnetize



shampoo

jungle

loyal

vehicle

suitcase



surveillance

shook

straw

fifteen

toaster





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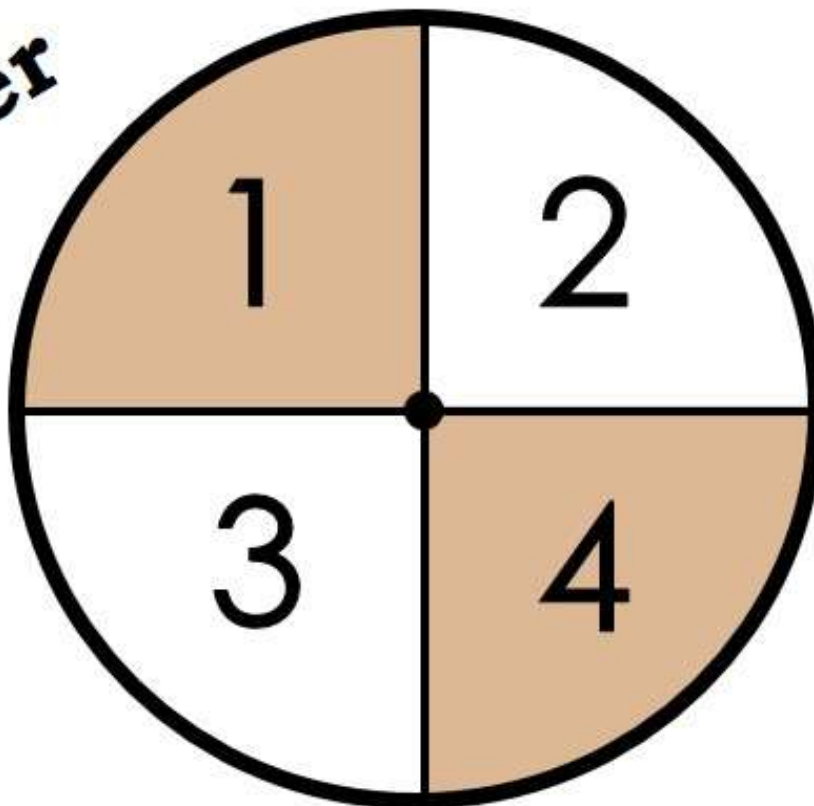




# Gingerbread Bump

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



START



drop

flap

crib

grab

trash



cluck

# PENGUIN BUMP

glass

slam



grip

frog



clock

brush

fl-

cl-

gl-

sl-

brag

black

bl-

dr-

cr-

gr-

flop

drag

tr-

br-

fr-

st-

stash

flag

stuck



trot

slush

crab

blush

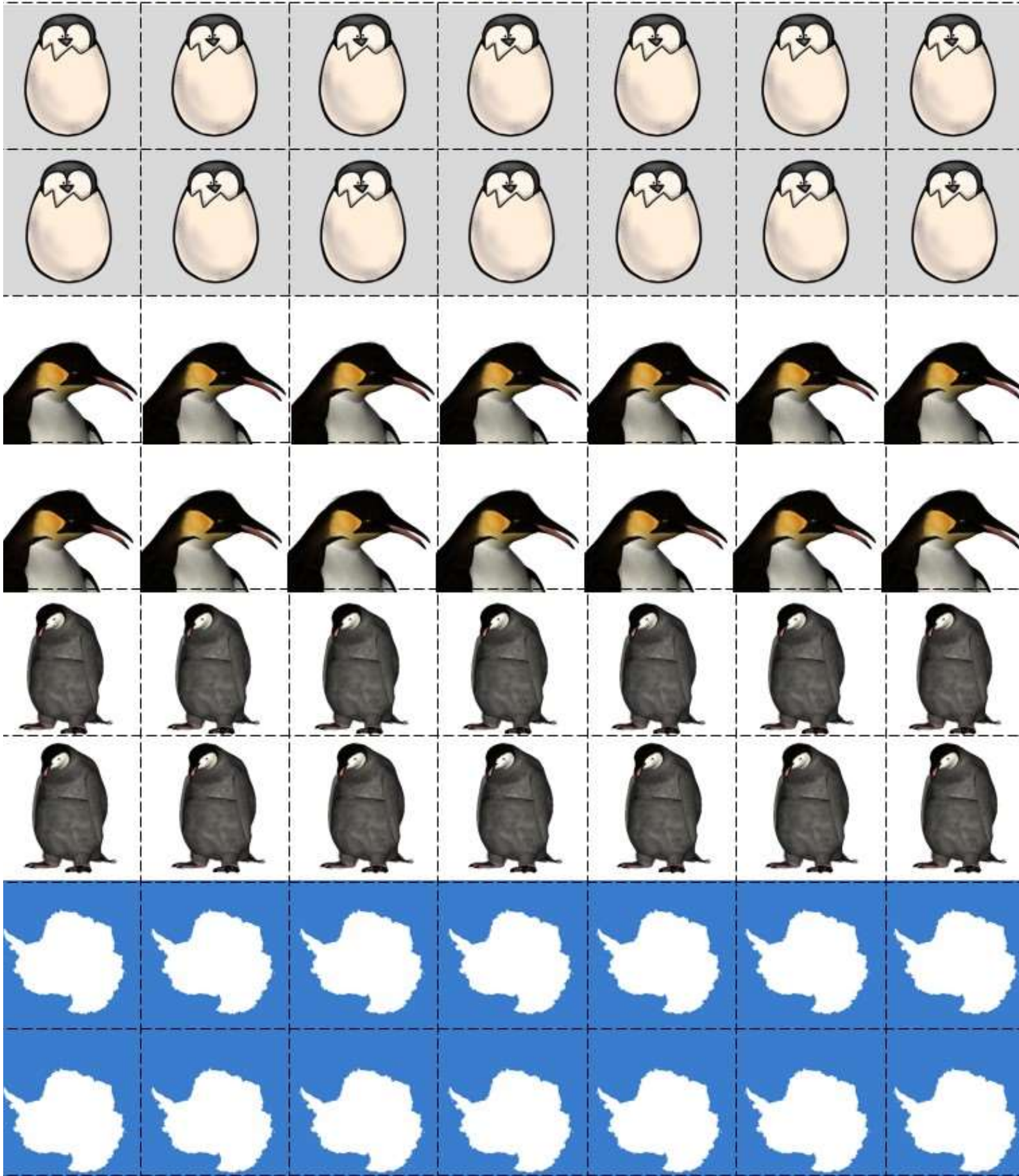
glad





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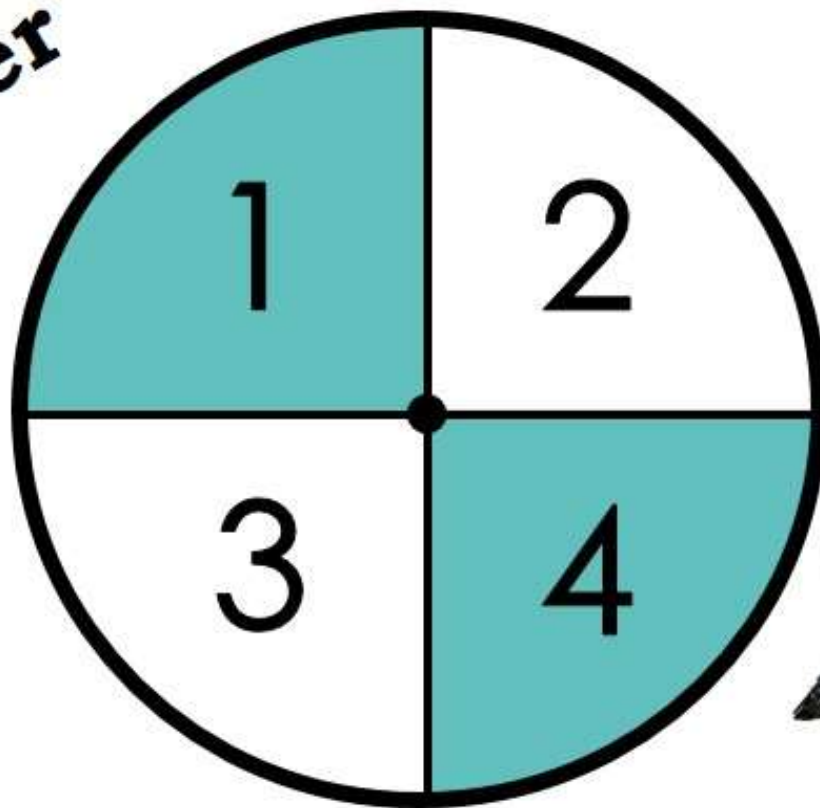




# Penguin Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



START



text

text

text

text

text



text

# MARTIN LUTHER KING, Jr. BUMP

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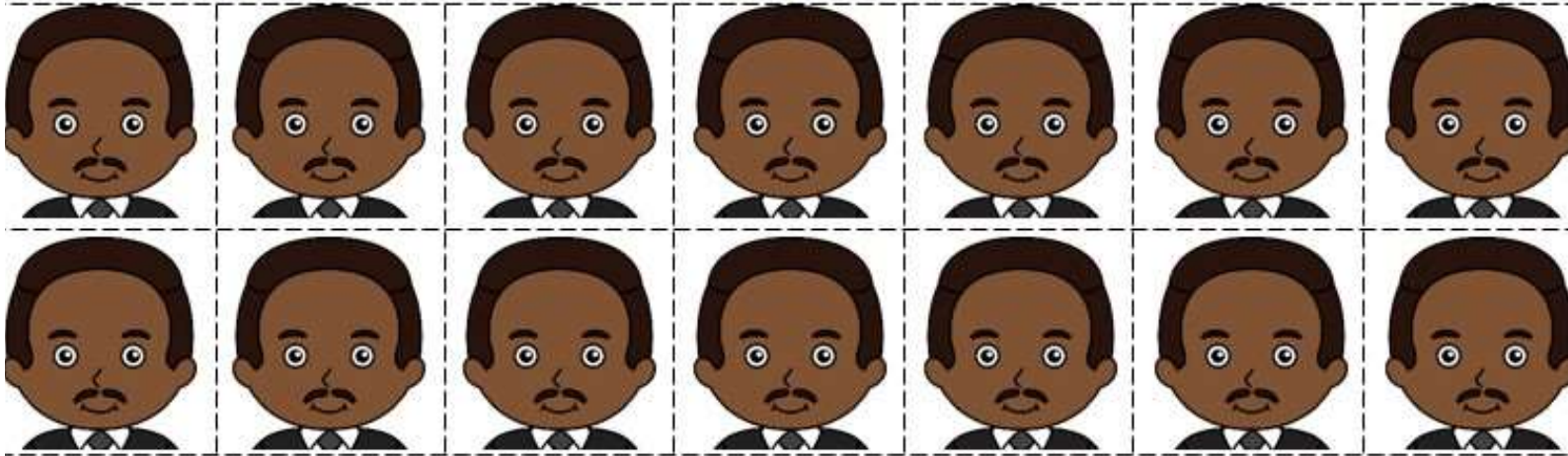


text



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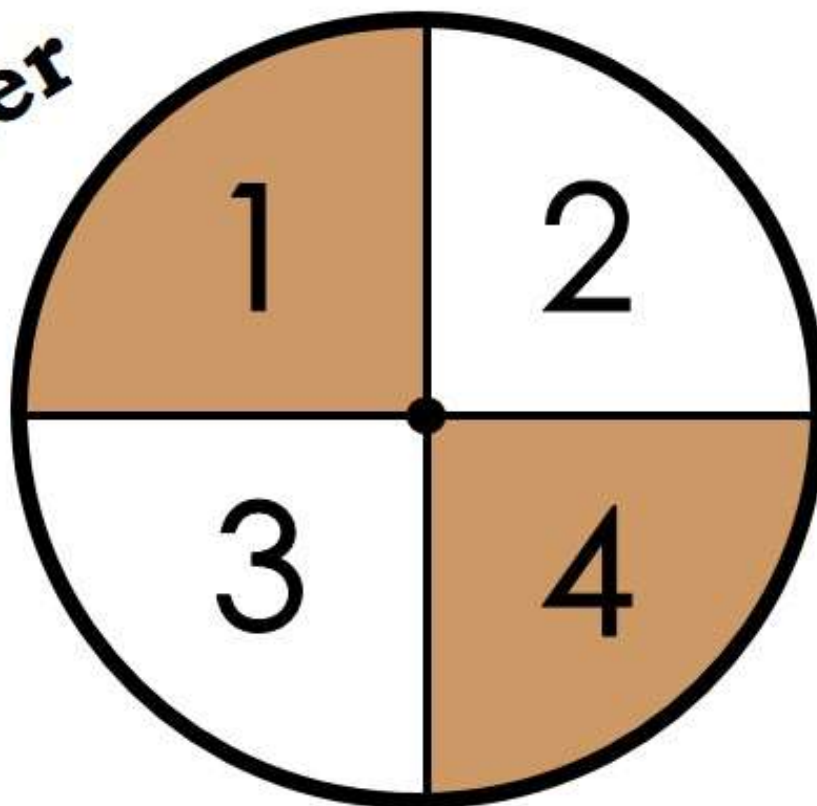




# Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



START



text

text

text

text

text



text

# AUSTRALIA BUMP

text



text

text

text

text

text

text



text



text

text

text

text

text

text



text

text

text

text

text

text

text

text

text

text

text



text

text

text

text

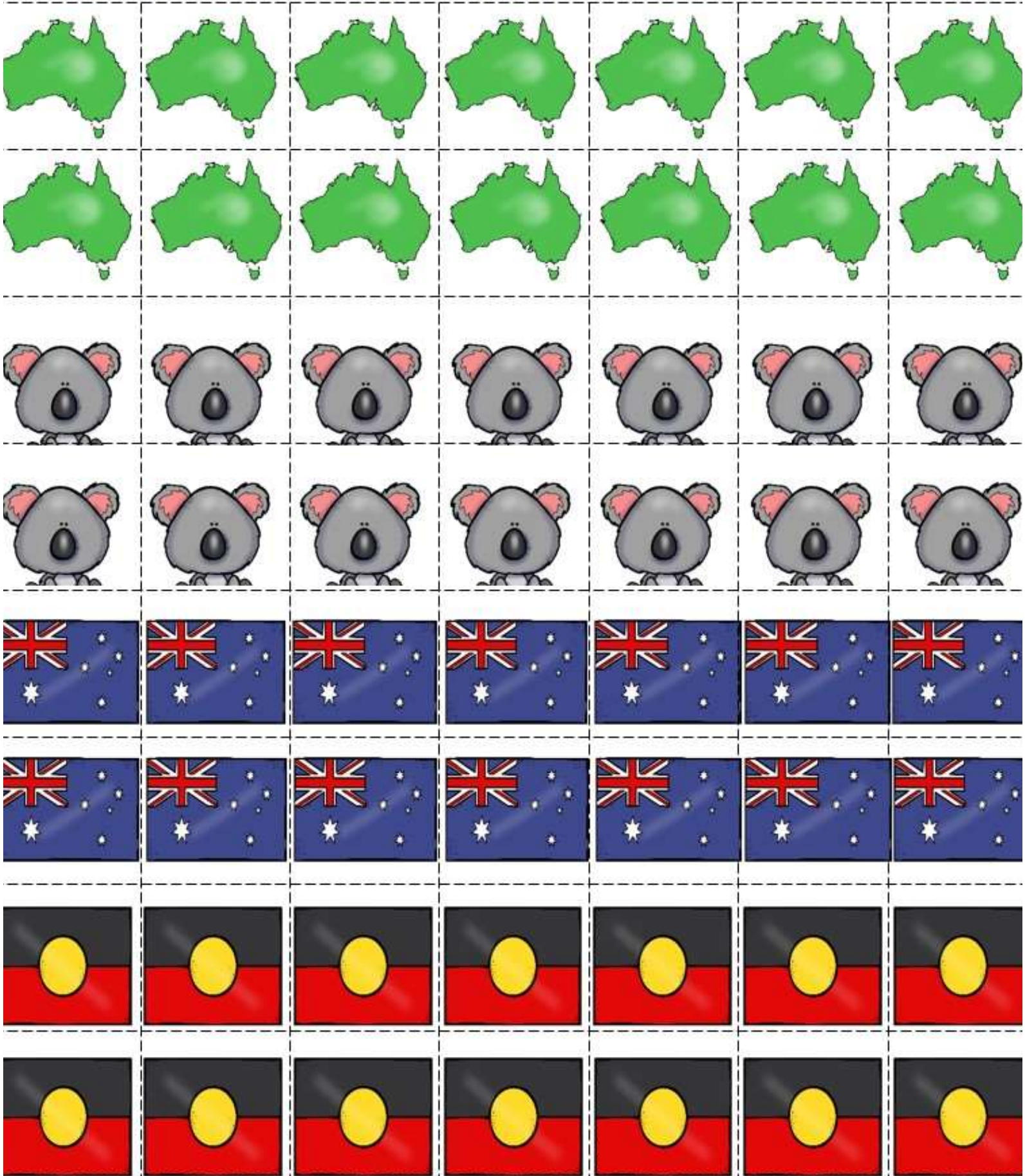
text





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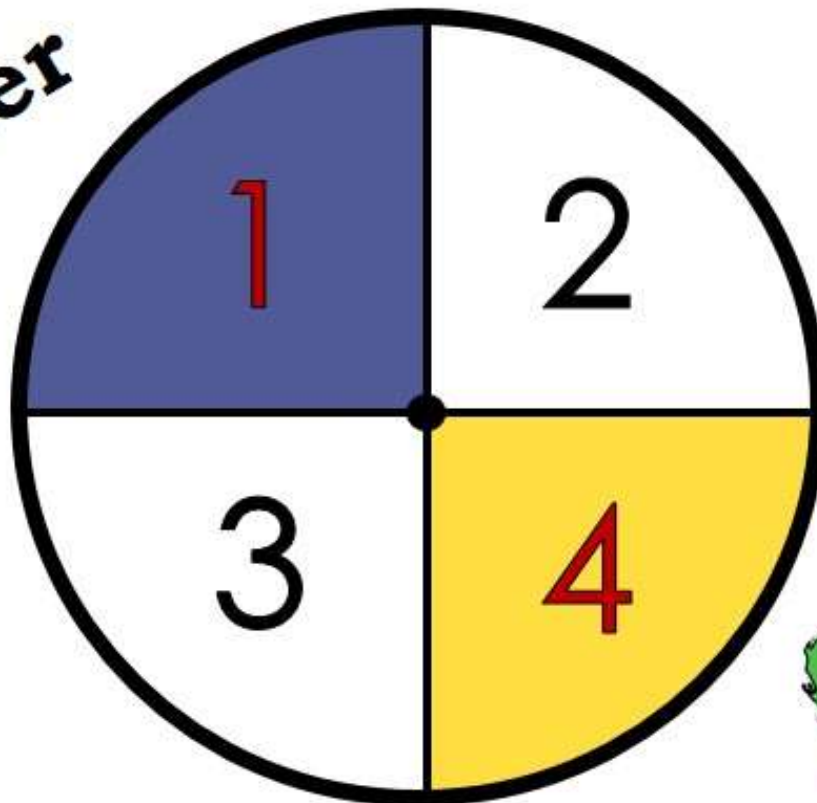




# Australia Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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**Spinner**



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link

sink

fang

wing

gong



bang

# FOOTBALL BUMP

bunk

ring

-ang



-ank

wink

long

-ing

-ink

bonk

lung

-ong

-ung

-onk

-unk

sank

king

-all

-am

pink

hang



-an

-ang



honk

think

tank



sang

song

junk

rink

chunk





# Themed Game Pieces

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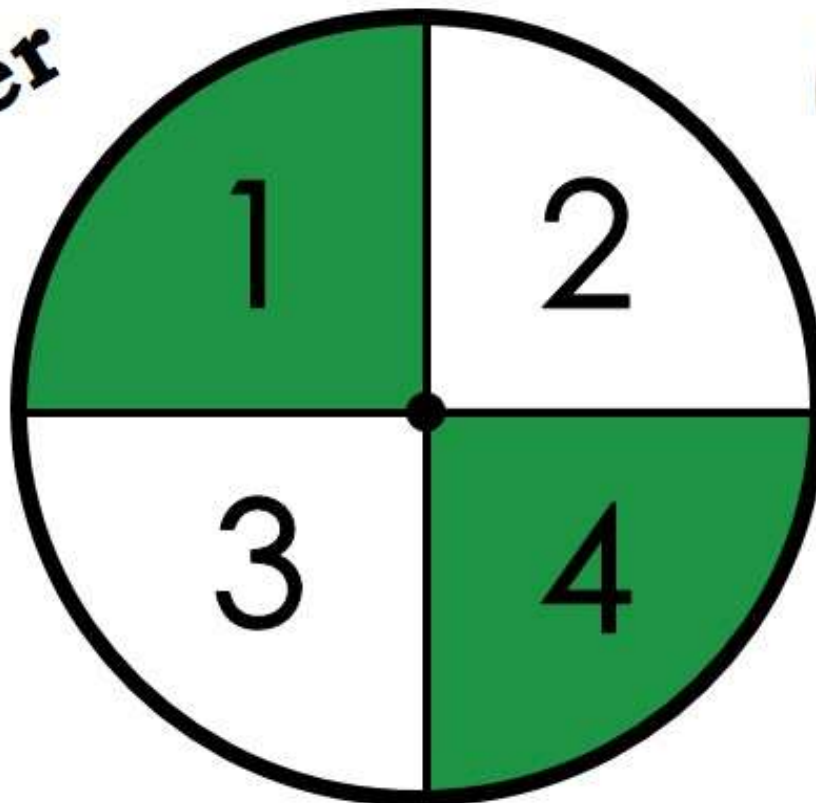




# Football Bump Directions












1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.

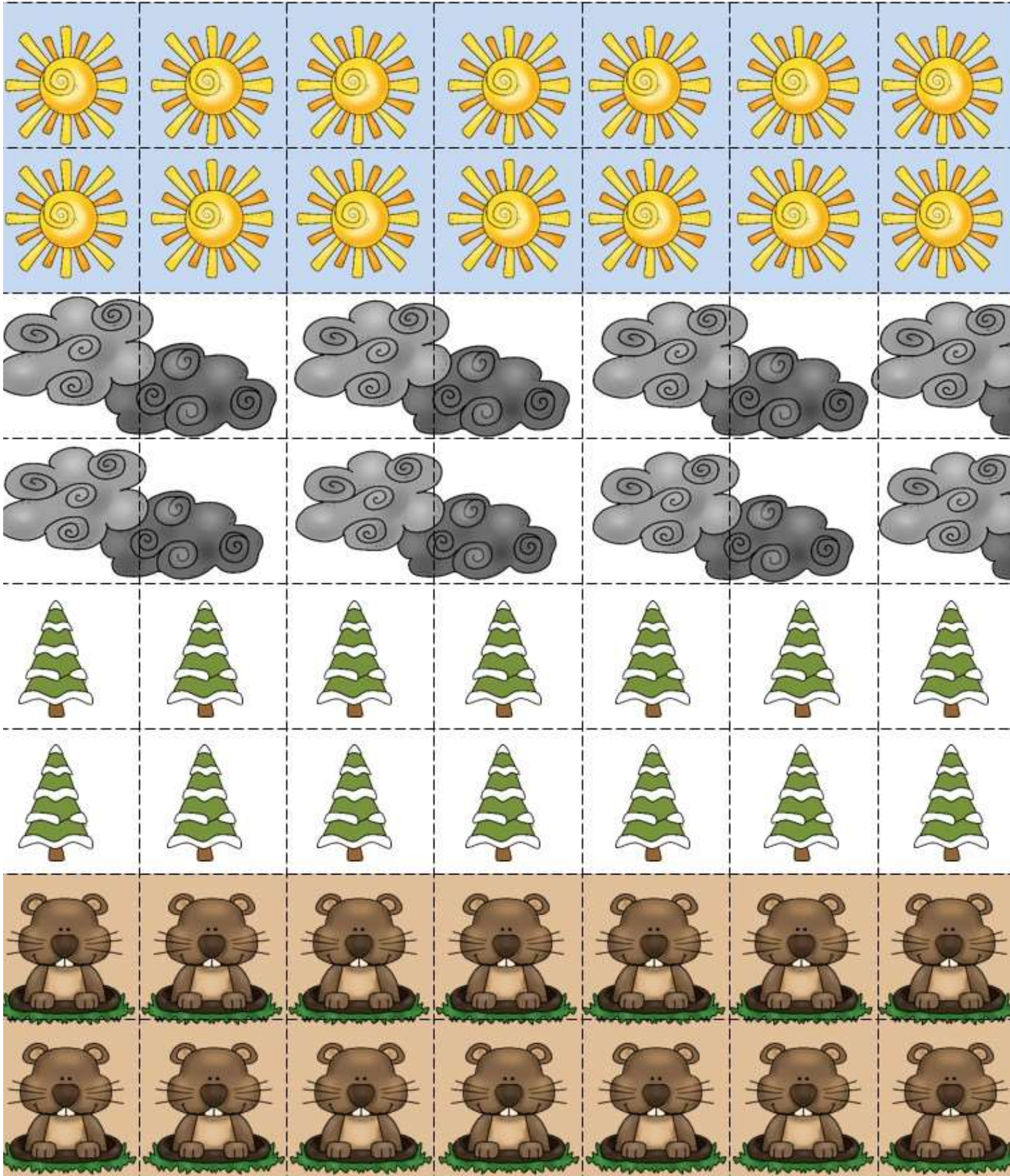


<p>START</p> 	joy	bay	bait	play	train	
money						jeep
green	ay	 				eat
point	ee	ea	ey	io	oy	key
say	ay	ee	ea	ey	oy	bail
boil	ay	ee	ea	ey	oy	coin
treat		oy	oi			boy
train		oy	oi	oy	oy	see
	toy	meat	feet	between	monkey	



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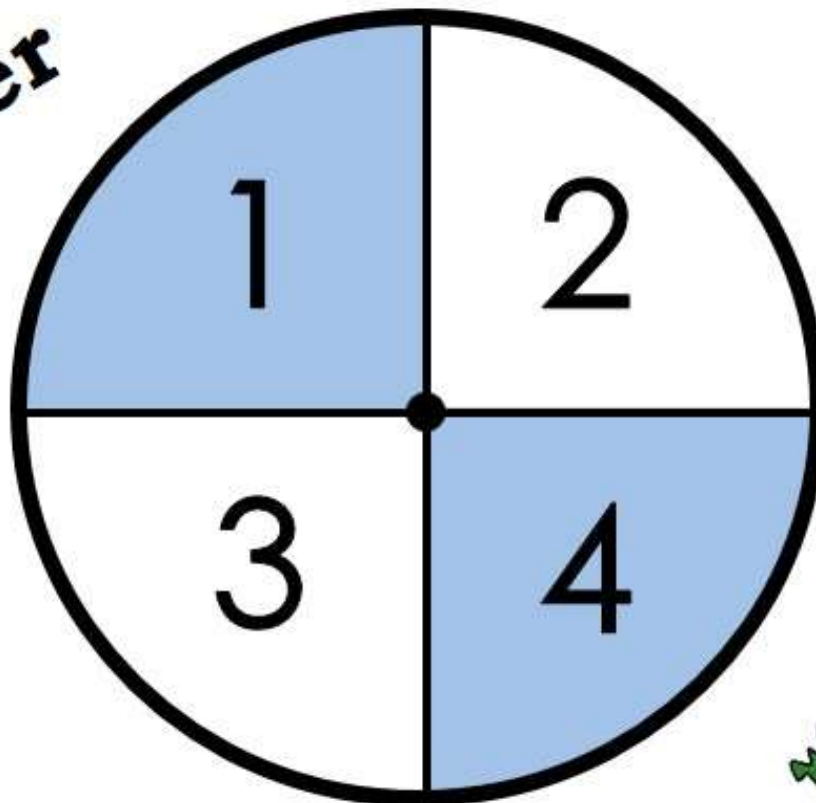




# Groundhog Day Bump

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



START



not

no

hit

hi

go



sat

# CHINESE NEW YEAR



got

closed

open

closed

be

wet

pass

closed

open

open



hint

we

closed

closed

open

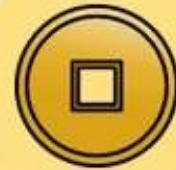
be

go

open

closed

open



bet

flat

she

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me

sun

so

him

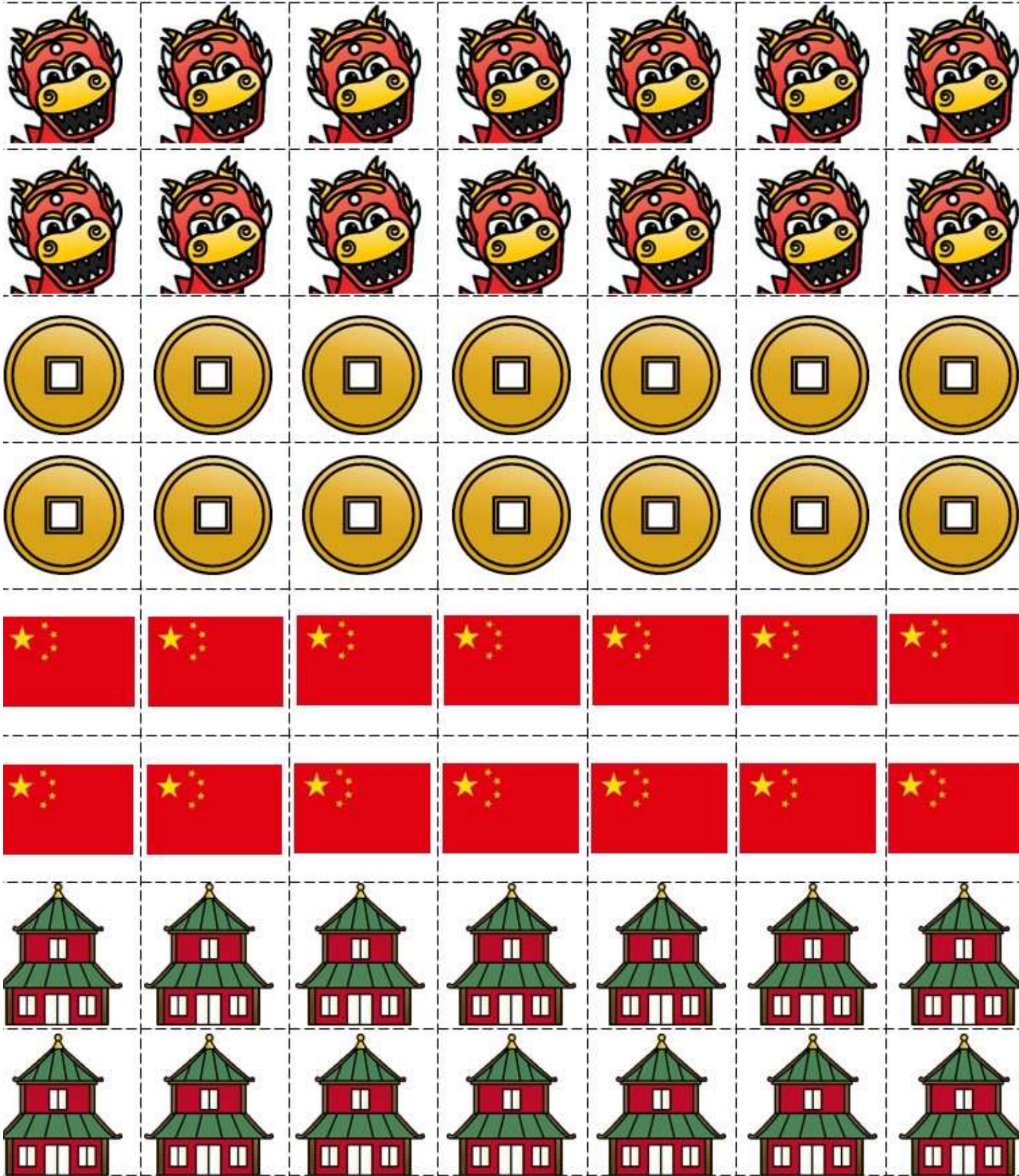
he





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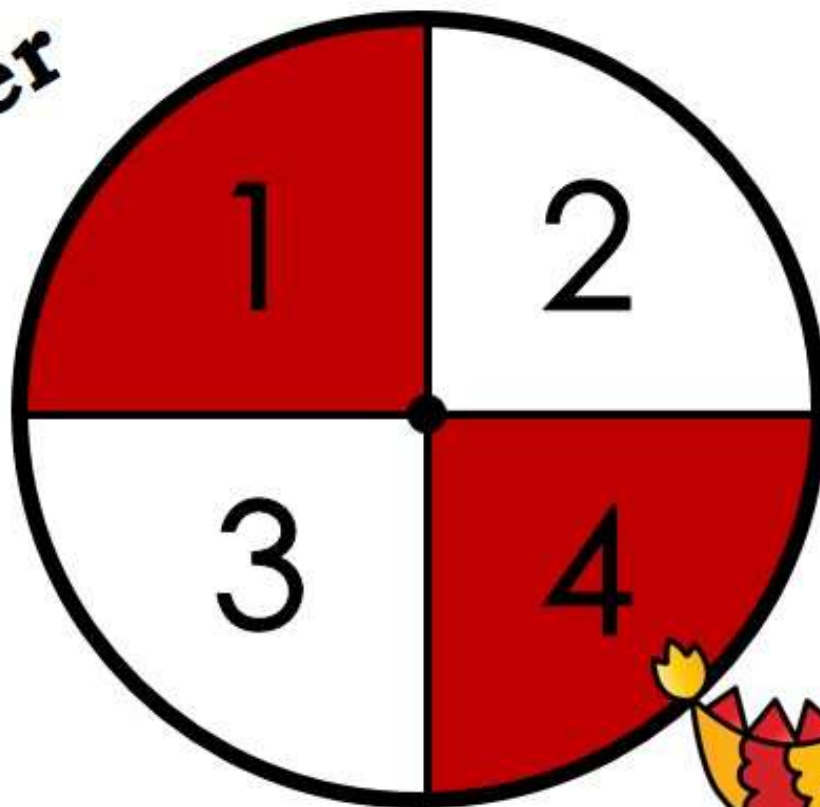




# Chinese New Year Bump

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



START



text

text

text

text

text



text

# DENTAL HEALTH BUMP

text

text

text

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text

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text

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text

text

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text

text

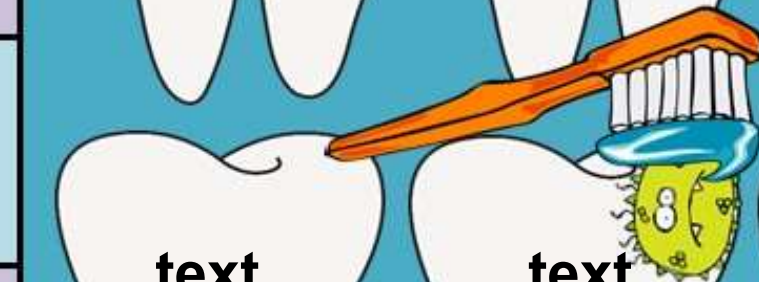
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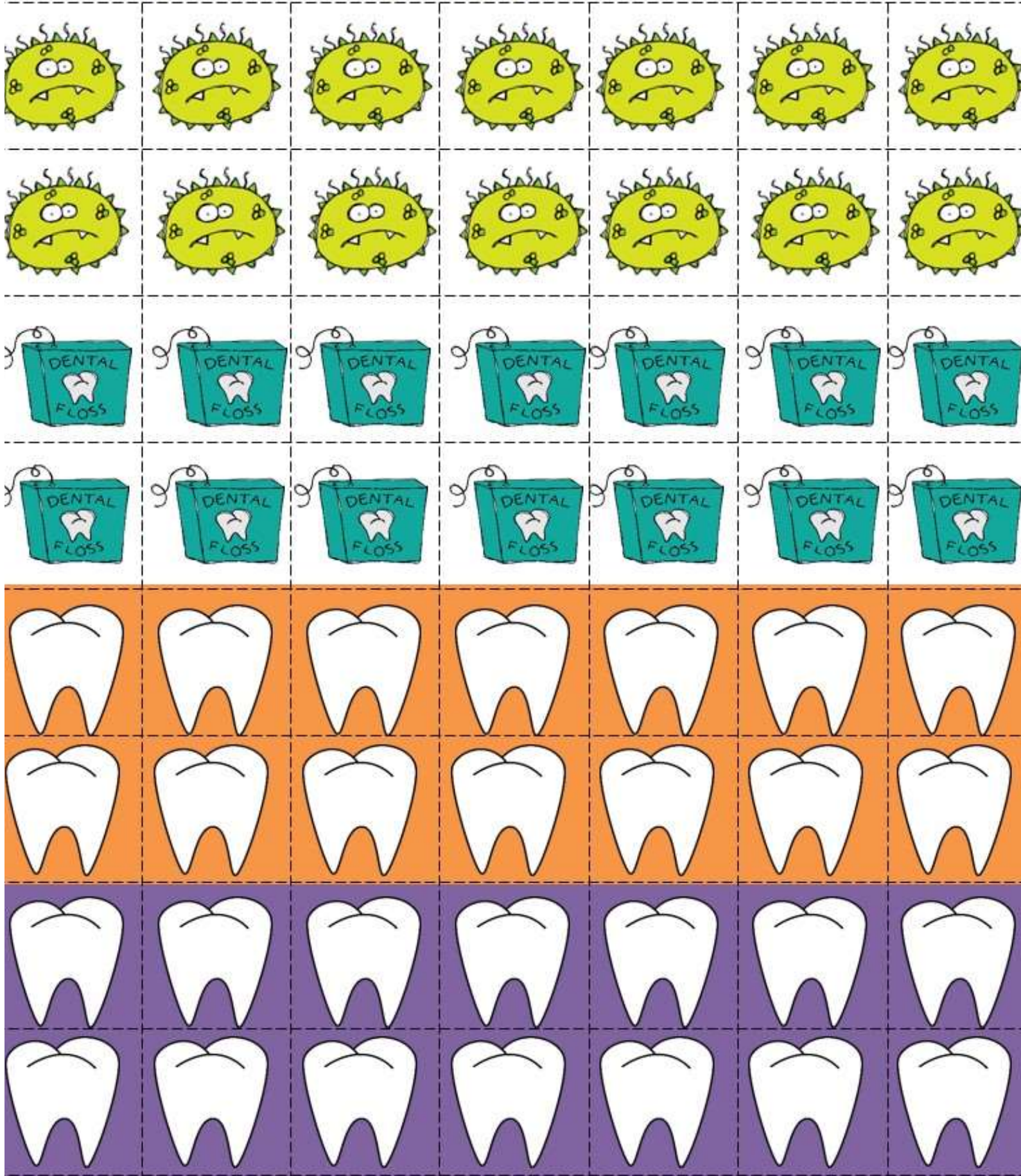
text





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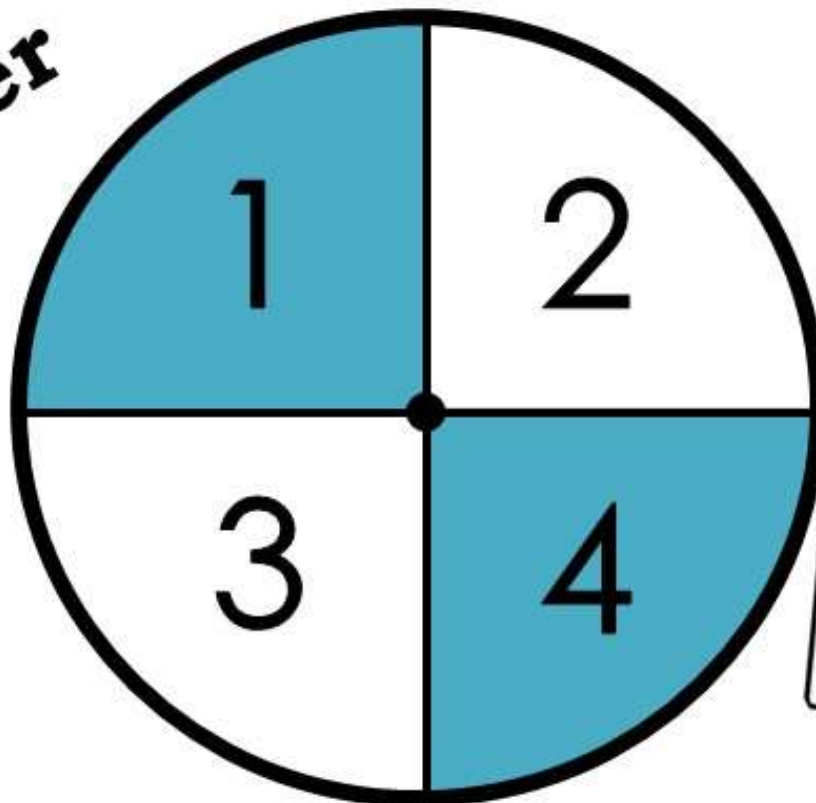




# Dental Health Bump

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.





text

text

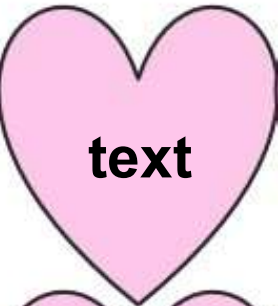
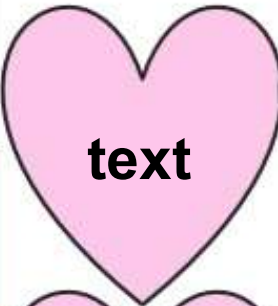
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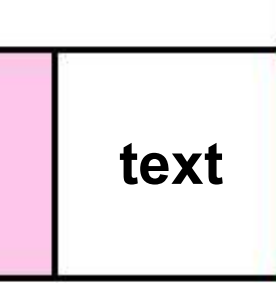
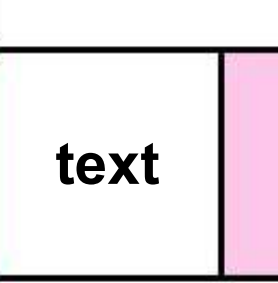
text

text



text

text



text

text

# VALENTINE'S DAY BUMP

text



START

text

text

text

text

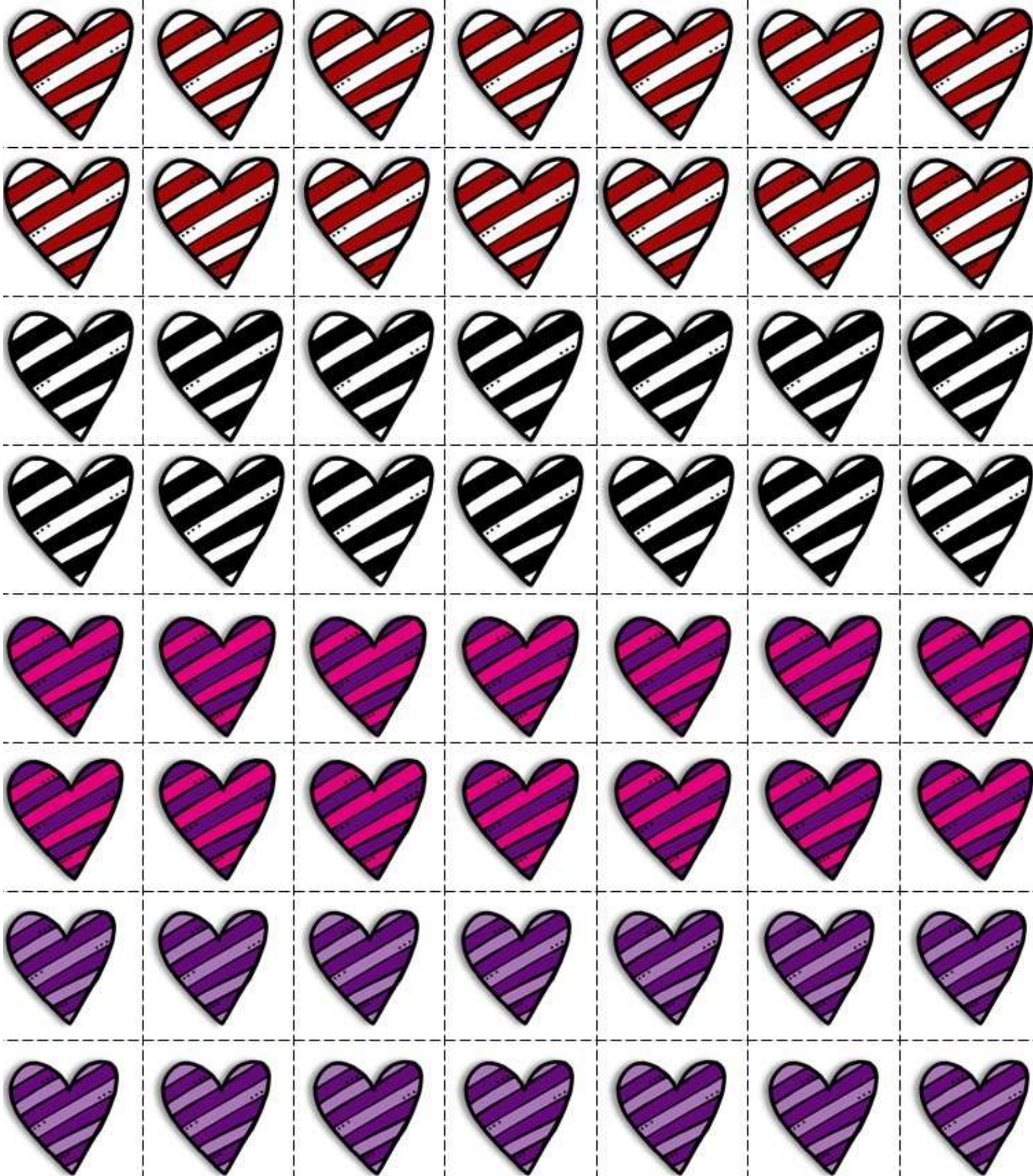
text





# Themed Game Pieces

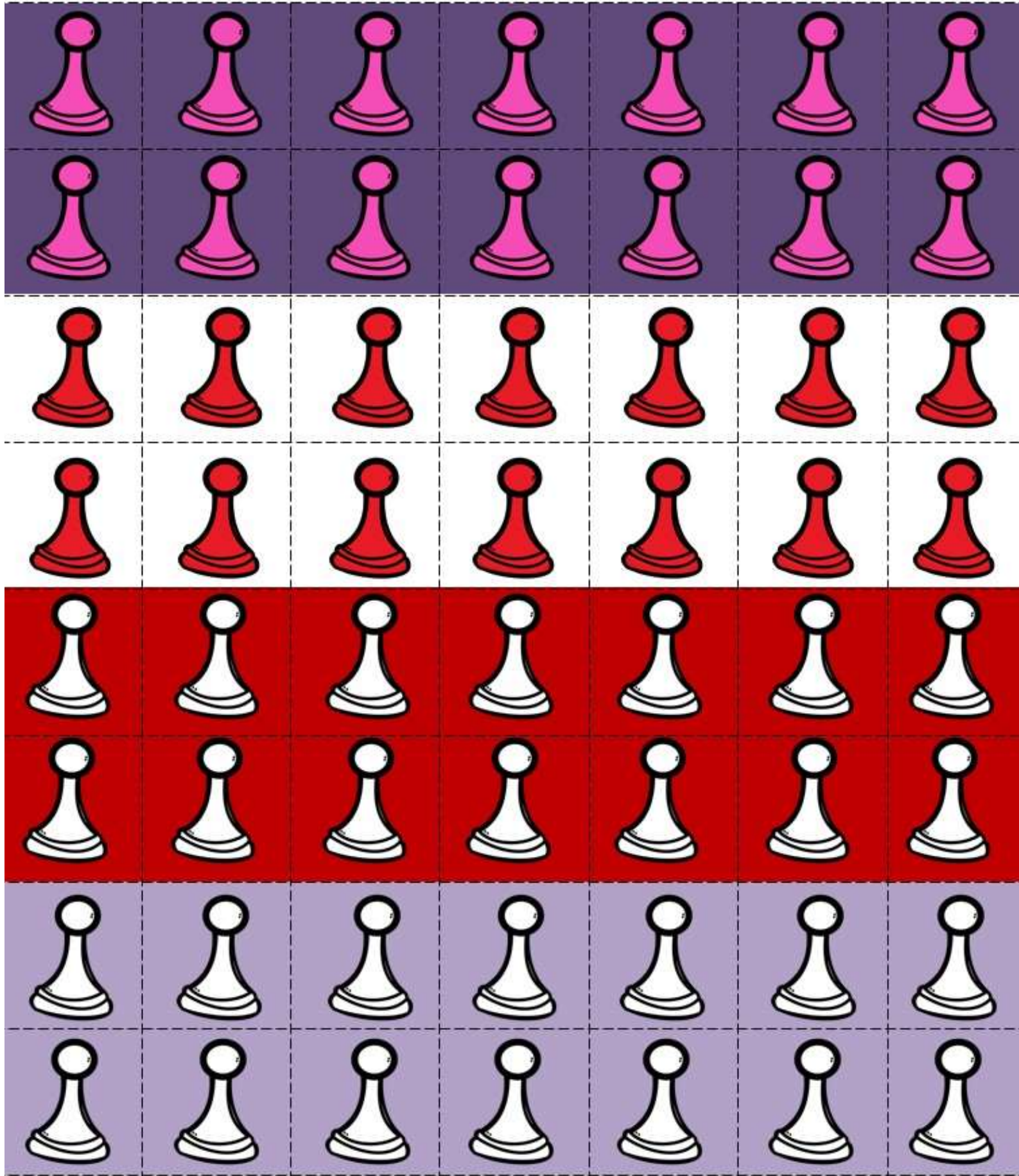
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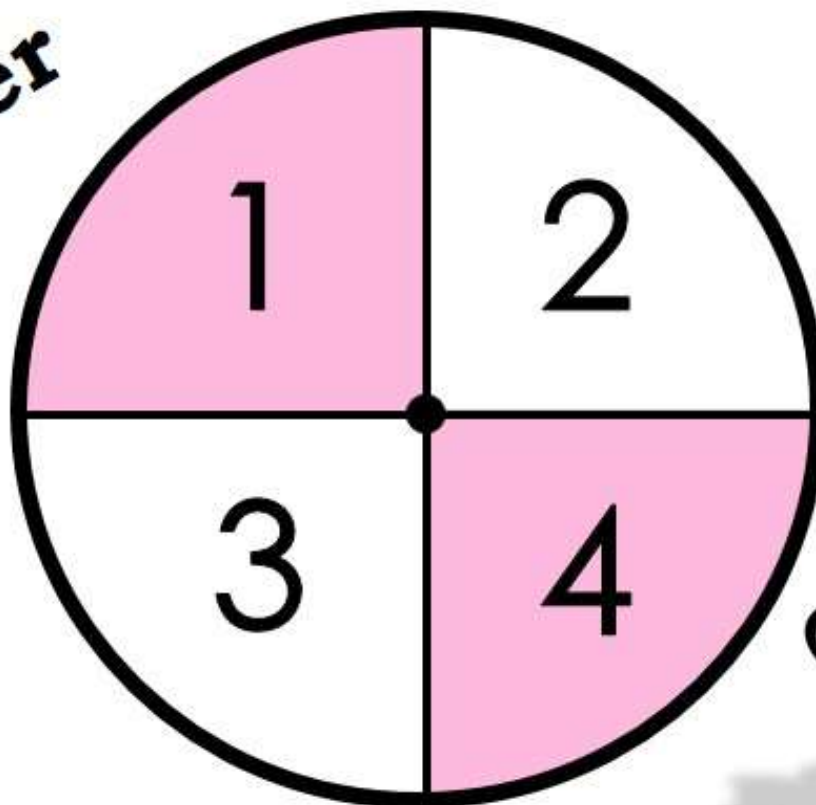




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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.





text

text

text

text

text



# PRESIDENTS' DAY BUMP

text

text

text

text

text

text

text

text

text

text

text

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text

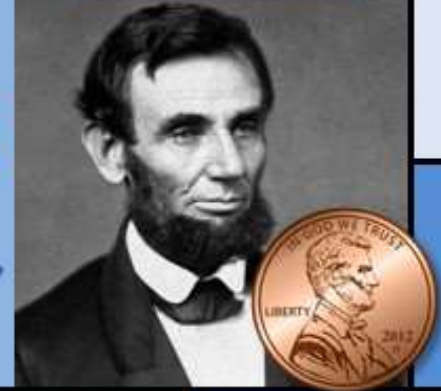
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START

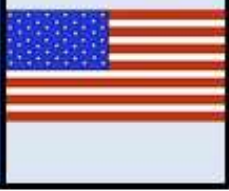
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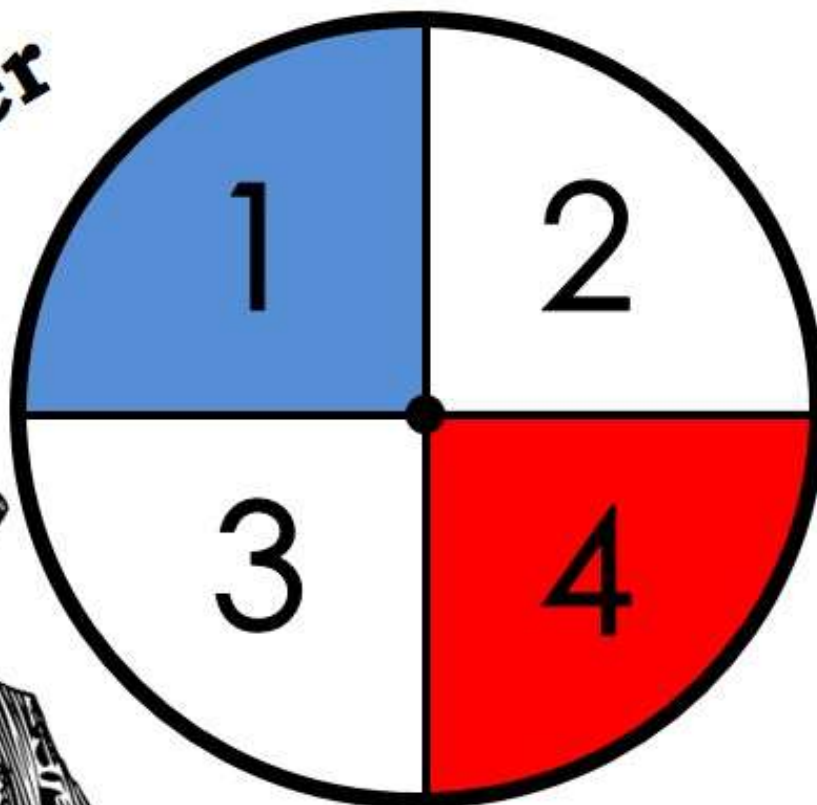




# Presidents' Day Bump

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**Spinner**



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flock

belts

press

dents

slashing



spending



# READING BUMP



blended

crafted

"The more that you read, the more things you will know. The more that you learn, the more places you'll go." - Dr. Seuss

skunks

-s

-ed

-ing

jam

crunch

No suffix

-s

-ed

fangs

stinging

trusting

-ing

-s

-ing

printed

drafted

-ed

No suffix

-s

lungs

pups

strap



START

thinking

pink

rugs

sticking

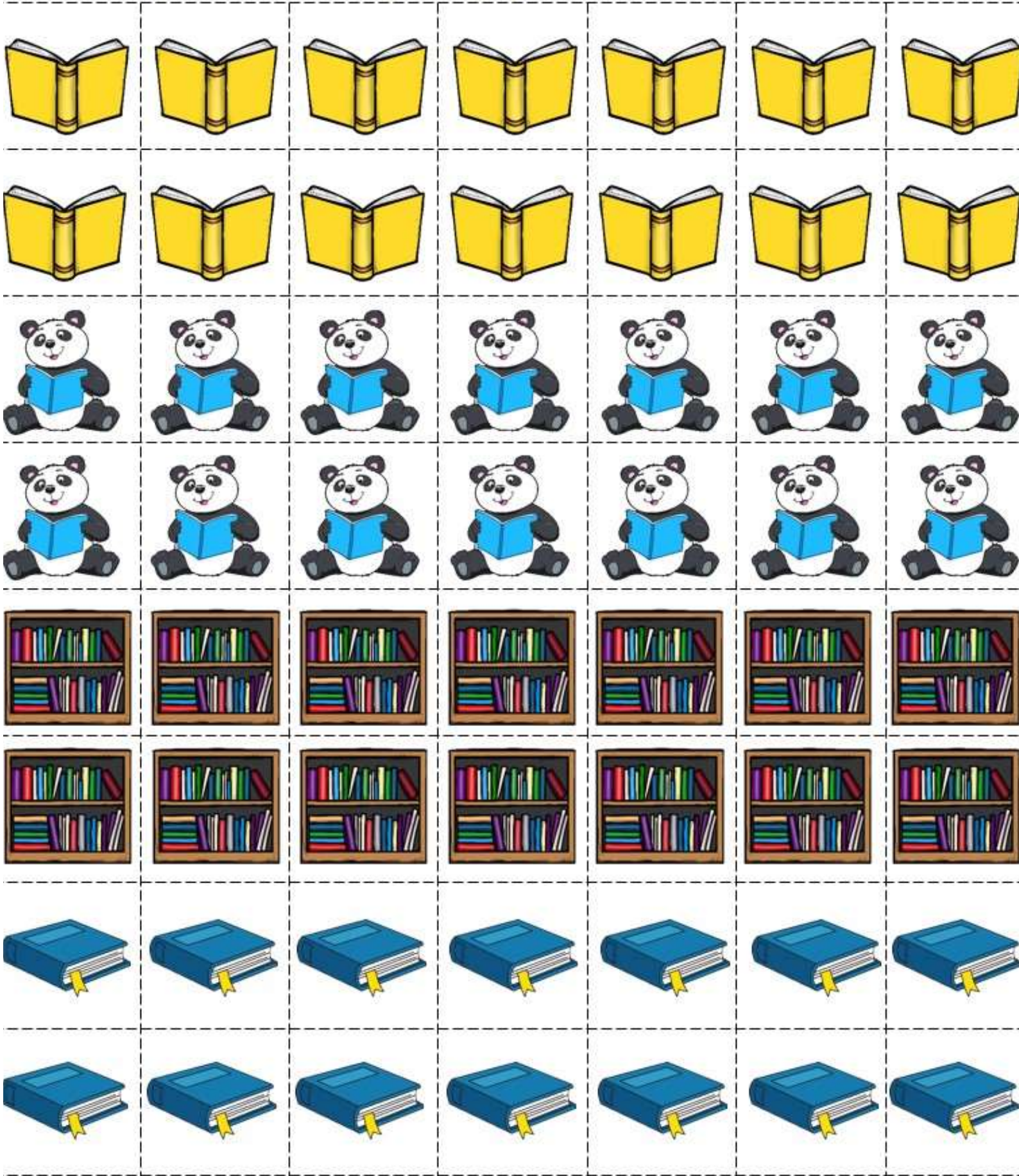
drifted





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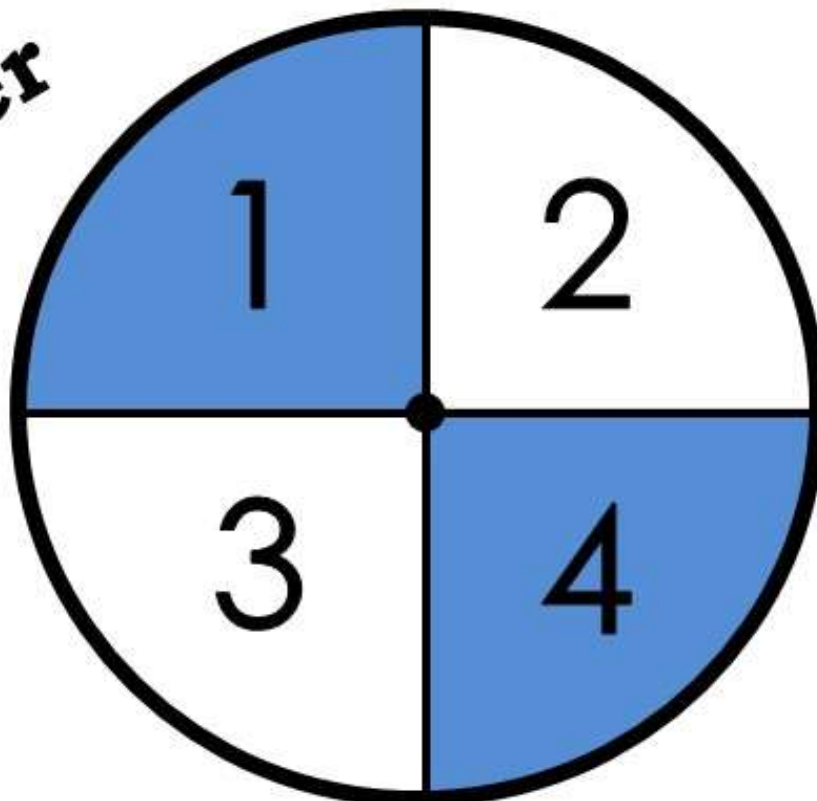




# Reading Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.





bike

hop

safe

cap

she



globe

# LUCK OF THE IRISH BUMP

like

spine



we

hi

## IRELAND

not

hope

--	--	--	--

stove

glob

--	--	--	--

mule

rule

--	--	--	--

tub

rope

spin



START

no

note

wise

brave

be





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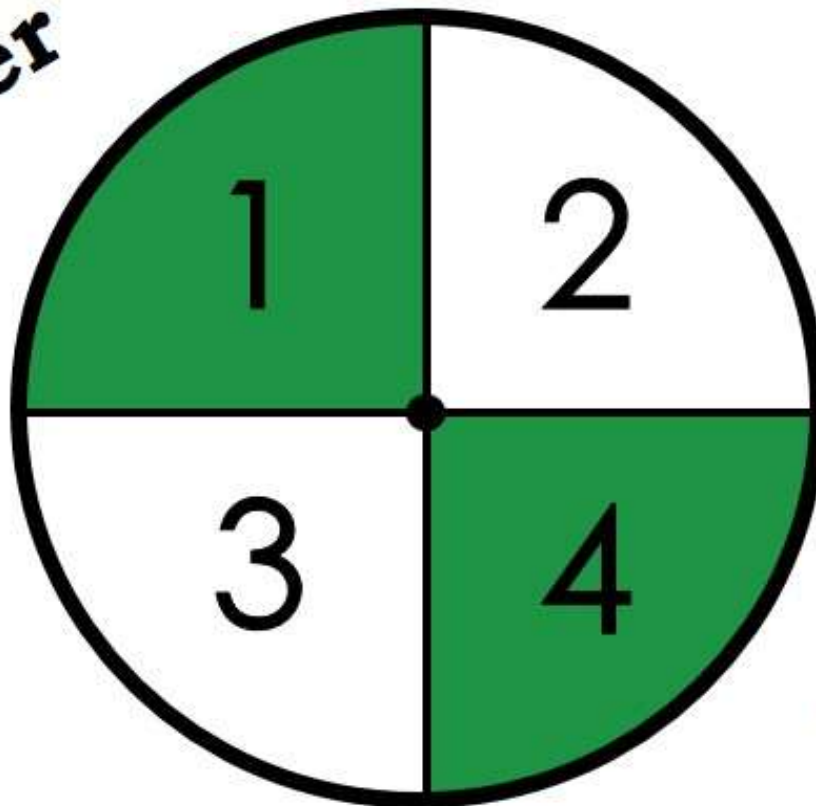




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**Spinner**



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boat

foe

now

show

pout

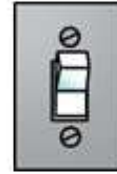


fawn

# EARTH DAY BUMPS

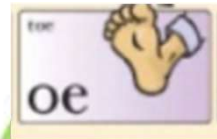
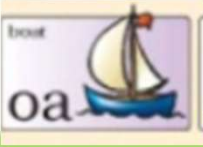
drool

row



true

author



soup

ouch



snow



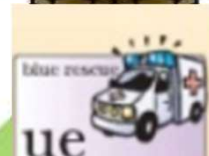
plow

school

down



blue



rescue



glue

took



au



aw



trout



soup

drew

august

rescue



START

you

goat

tiptoe

awful

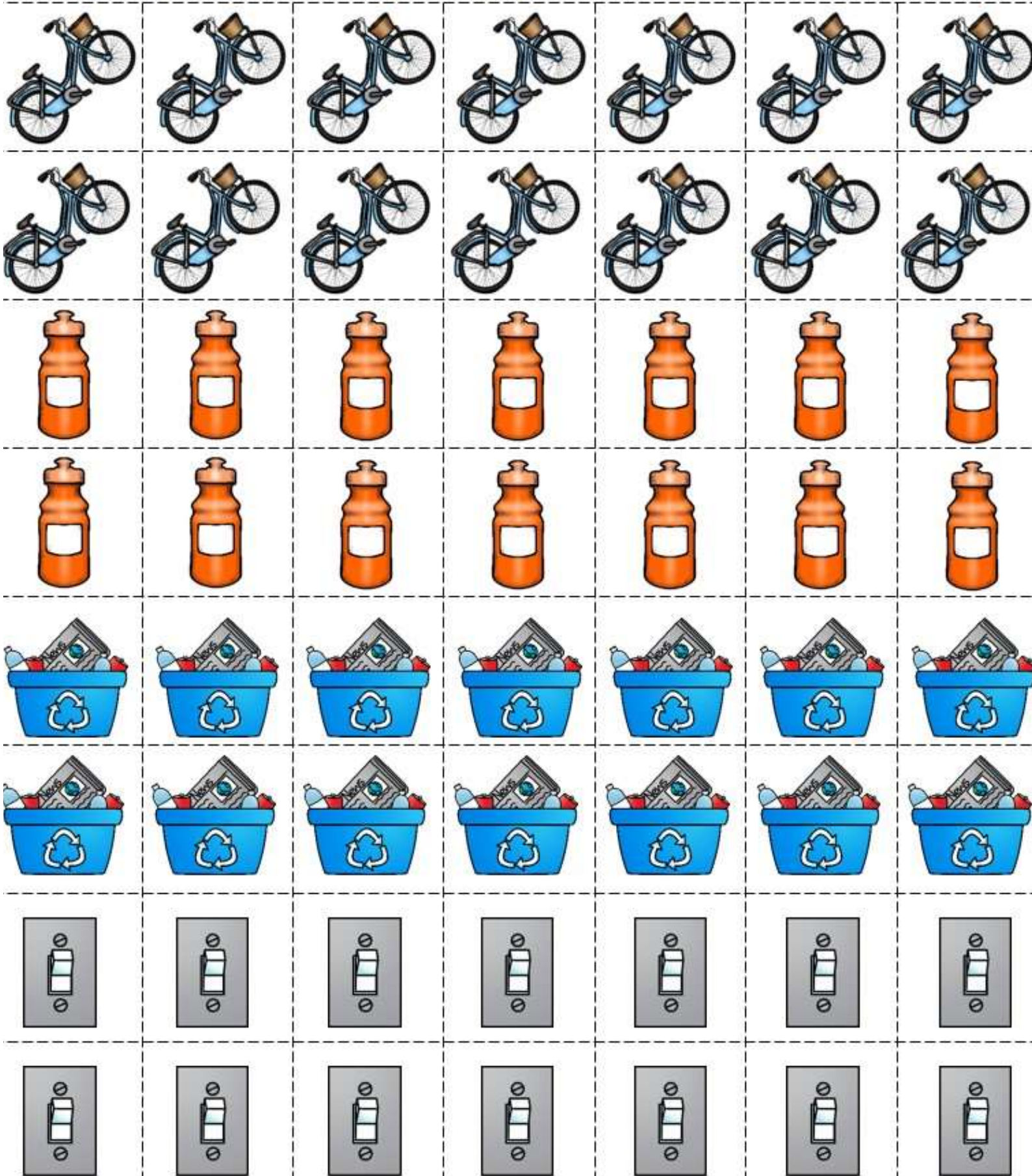
look





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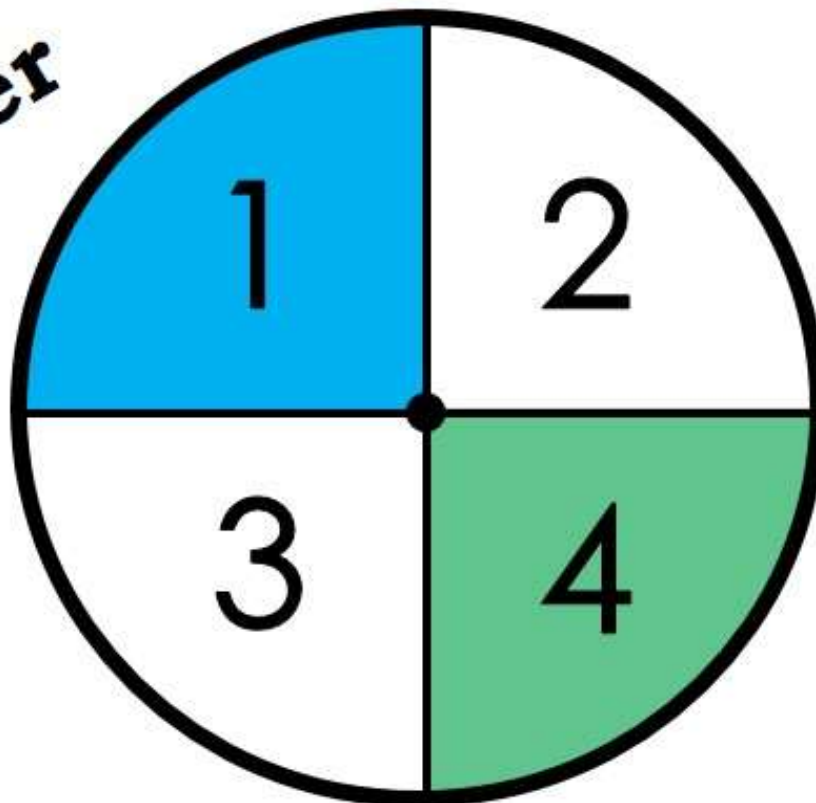




# Earth Day Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



START



text

text

text

text

text

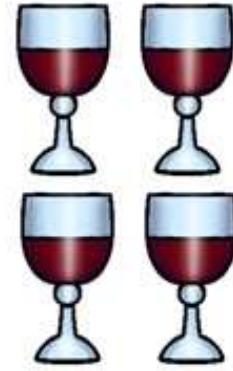
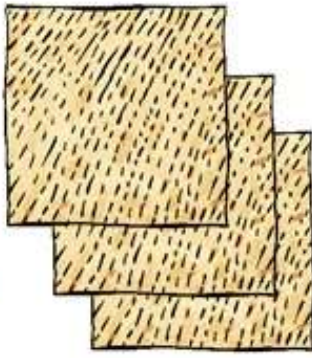


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# PASSOVER BUMPS

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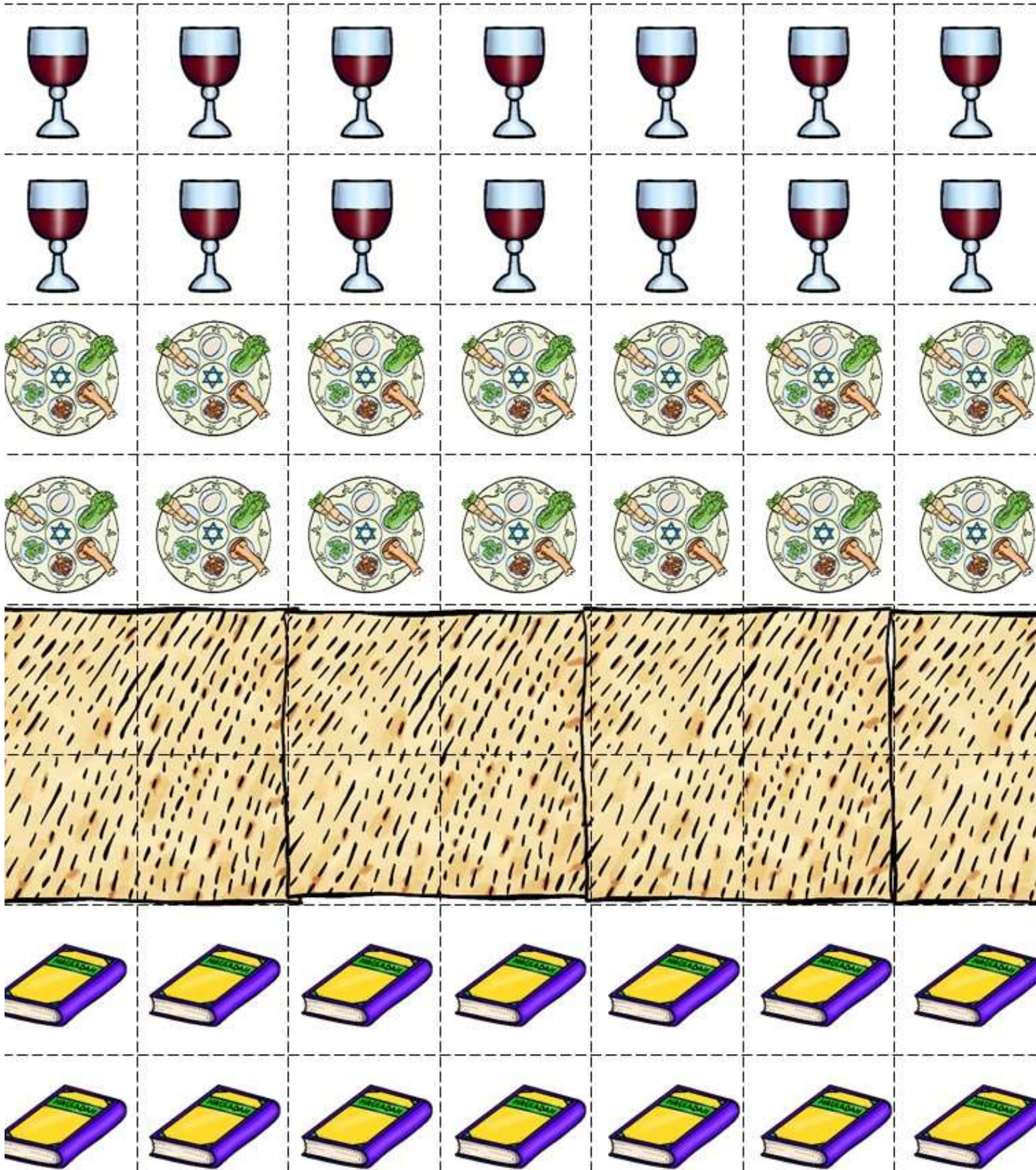
text





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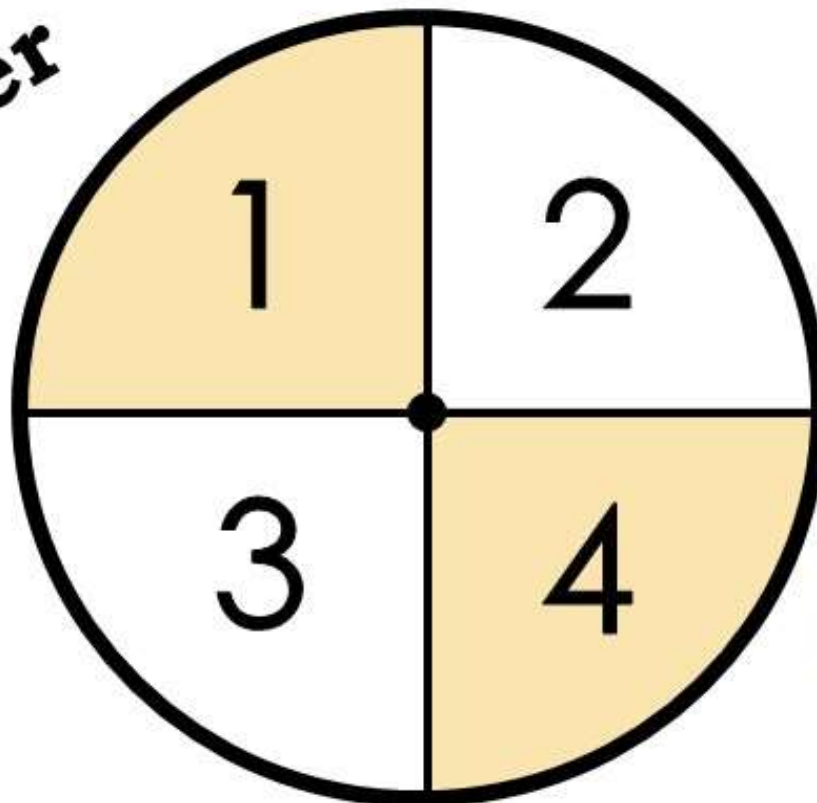




# Passover Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
5. When players land on a corner picture that is not the START corner, they can choose any center space to cover, even if it means bumping another player's piece off.
6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



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# CINCO de MAYO



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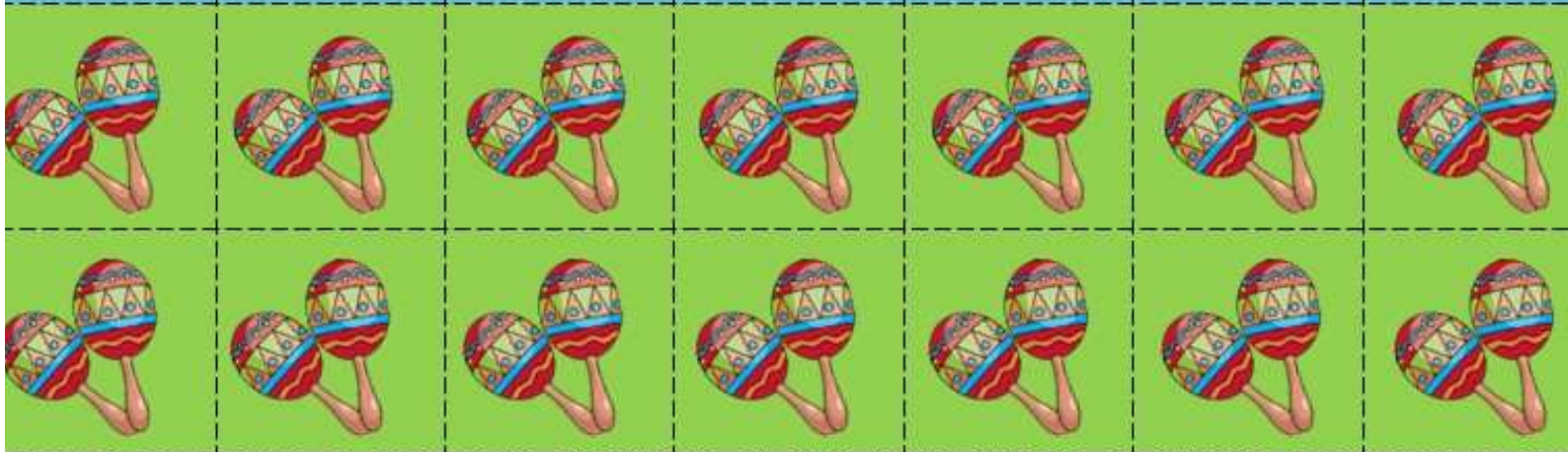
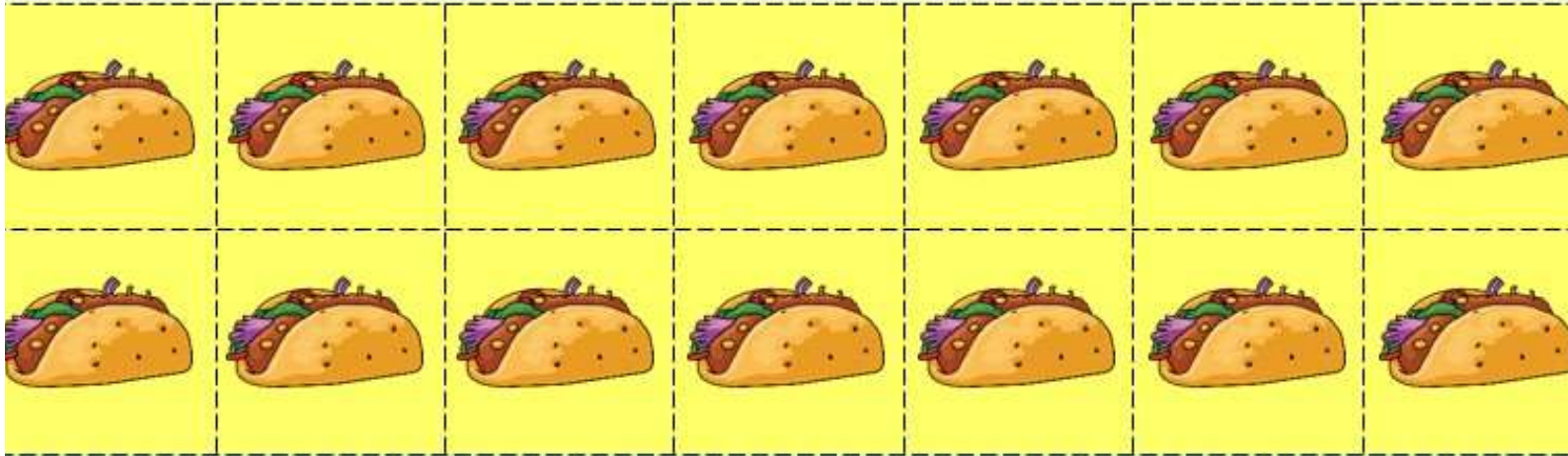
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# Themed Game Pieces

Print, laminate, and cut out these square game pieces. Use for the BUMP Games. One player gets 14 pieces with the same pictures, while another player gets 14 game pieces with different pictures. Up to four people can play on the same game board.

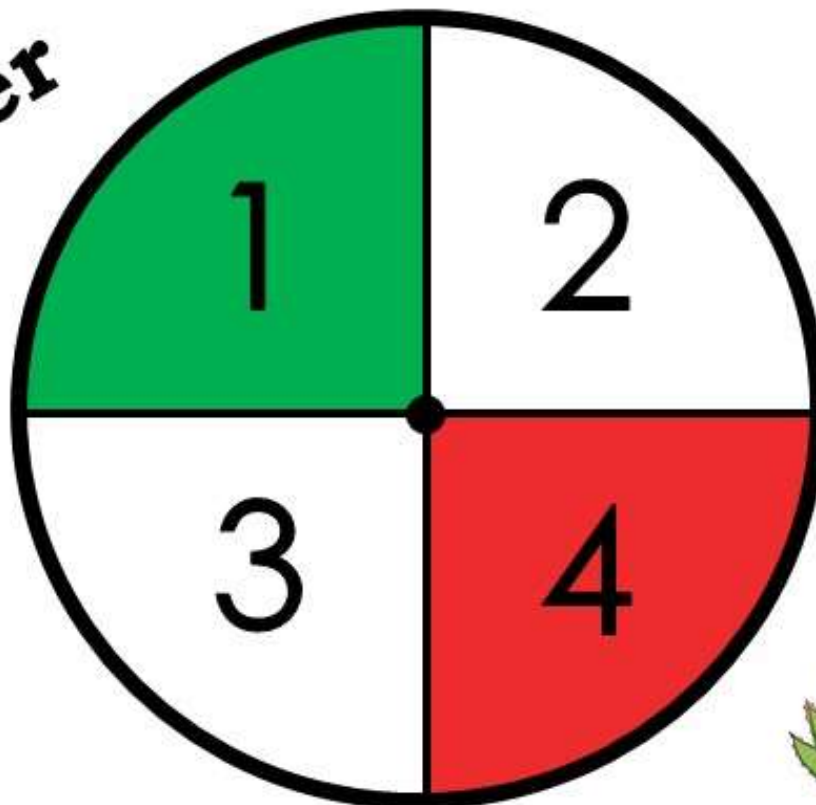




# Cinco de Mayo Bump

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
5. When players land on a corner picture that is not the START corner, they can choose any center space to cover, even if it means bumping another player's piece off.
6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.





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# MOTHER'S DAY BUMP

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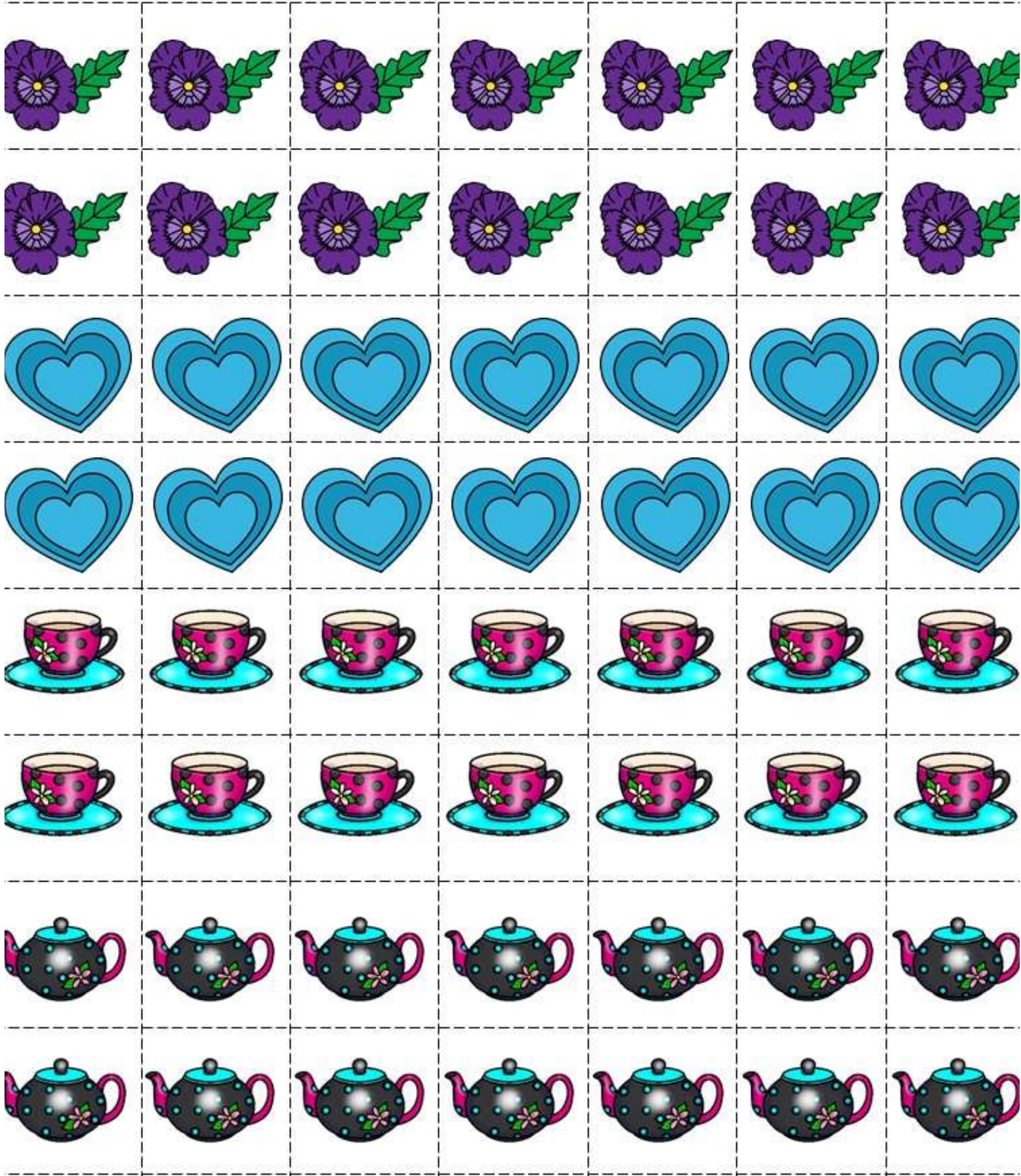
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# Themed Game Pieces

Print, laminate, and cut out these square game pieces. Use for the BUMP Games. One player gets 14 pieces with the same pictures, while another player gets 14 game pieces with different pictures. Up to four people can play on the same game board.

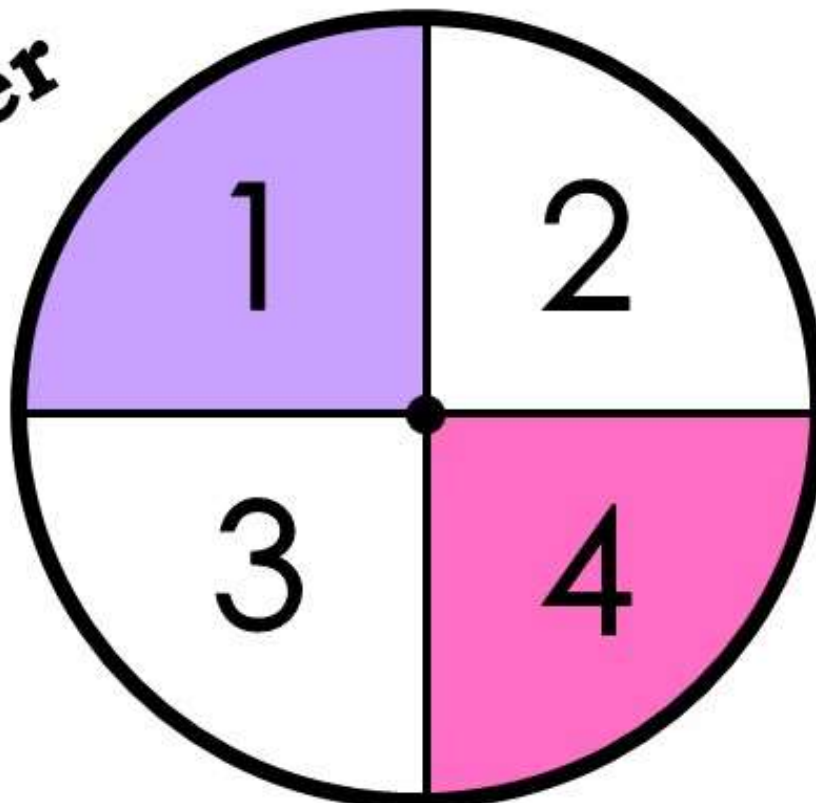




# Mother's Day Bump

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
5. When players land on a corner picture that is not the START corner, they can choose any center space to cover, even if it means bumping another player's piece off.
6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



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# ARMED FORCES DAY

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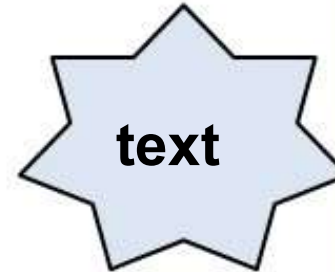
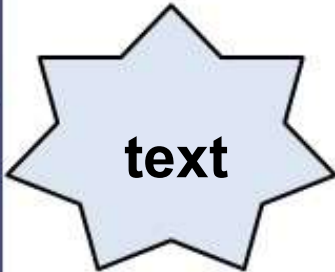
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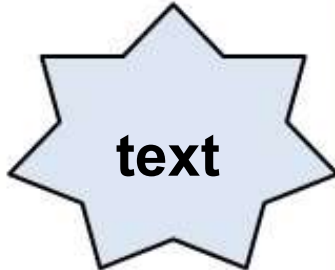
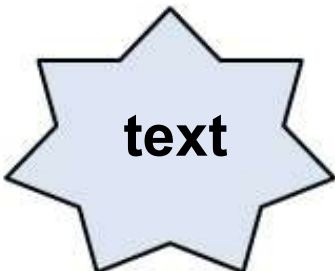
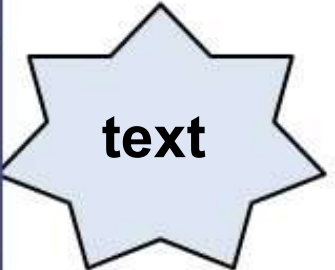
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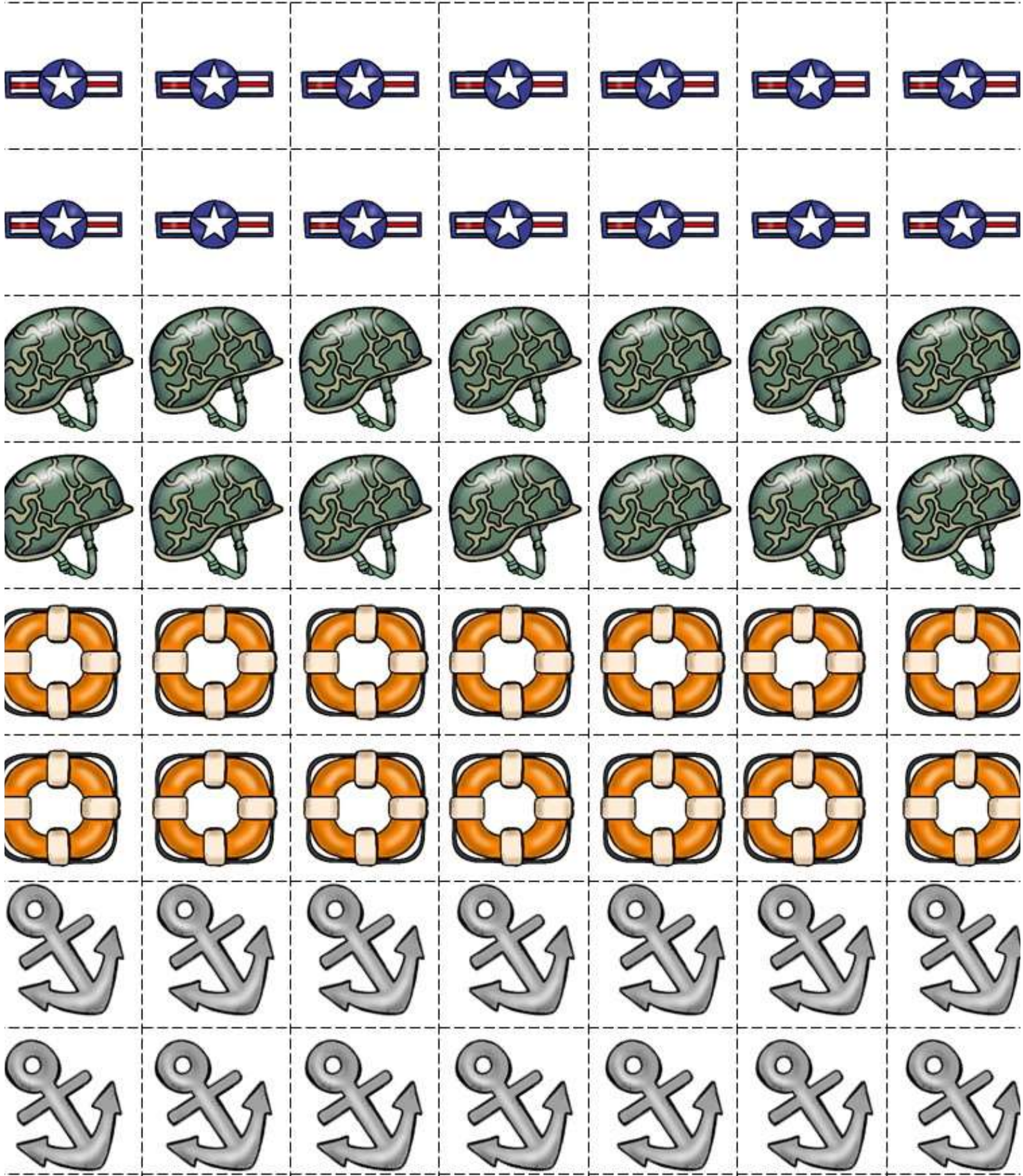
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# Themed Game Pieces

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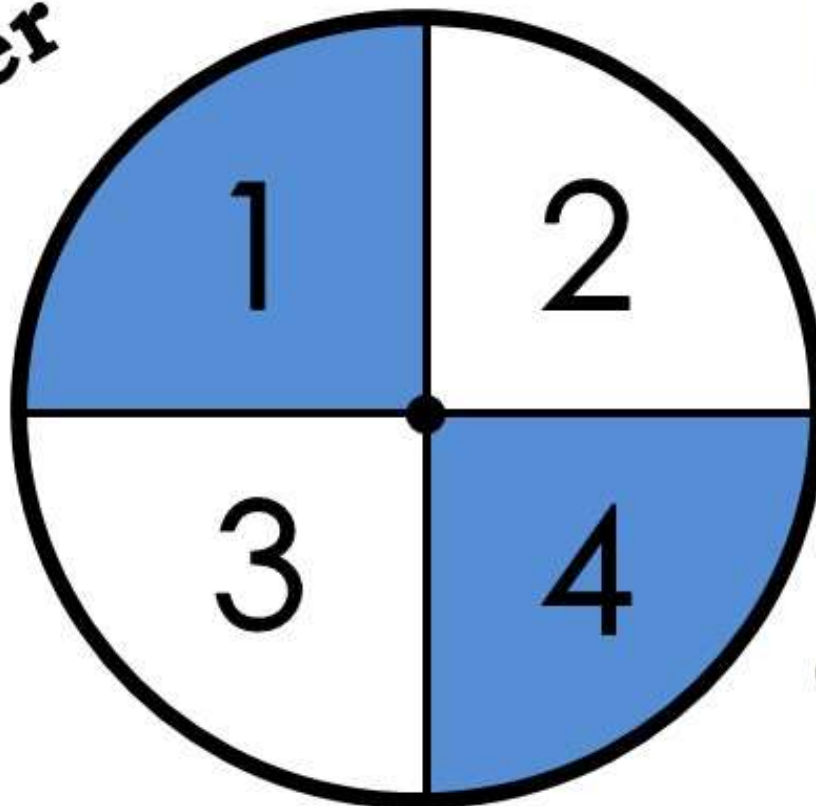




# Armed Forces Day Bump

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
5. When players land on a corner picture that is not the START corner, they can choose any center space to cover, even if it means bumping another player's piece off.
6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



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# FATHER'S DAY



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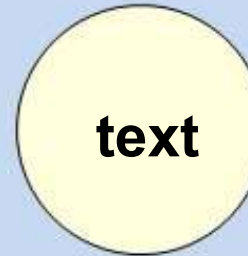
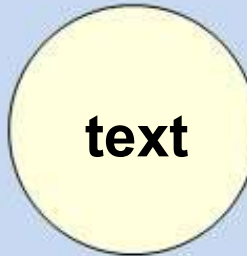
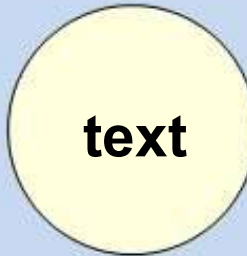
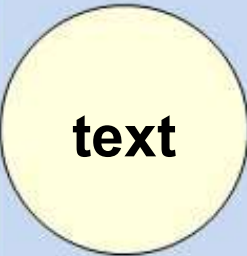
Happy Father's Day!

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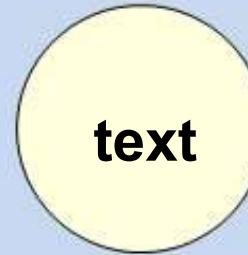
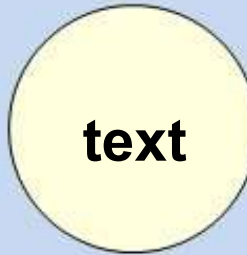
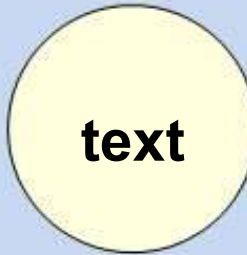
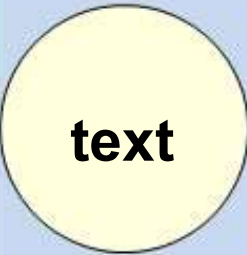
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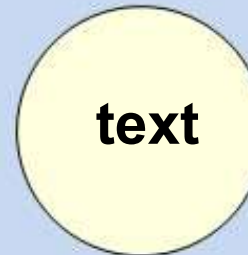
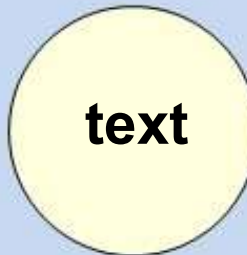
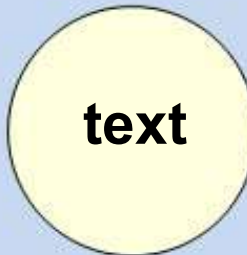
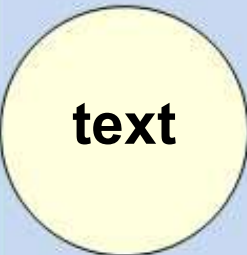


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# Themed Game Pieces

Print, laminate, and cut out these square game pieces. Use for the BUMP Games. One player gets 14 pieces with the same pictures, while another player gets 14 game pieces with different pictures. Up to four people can play on the same game board.

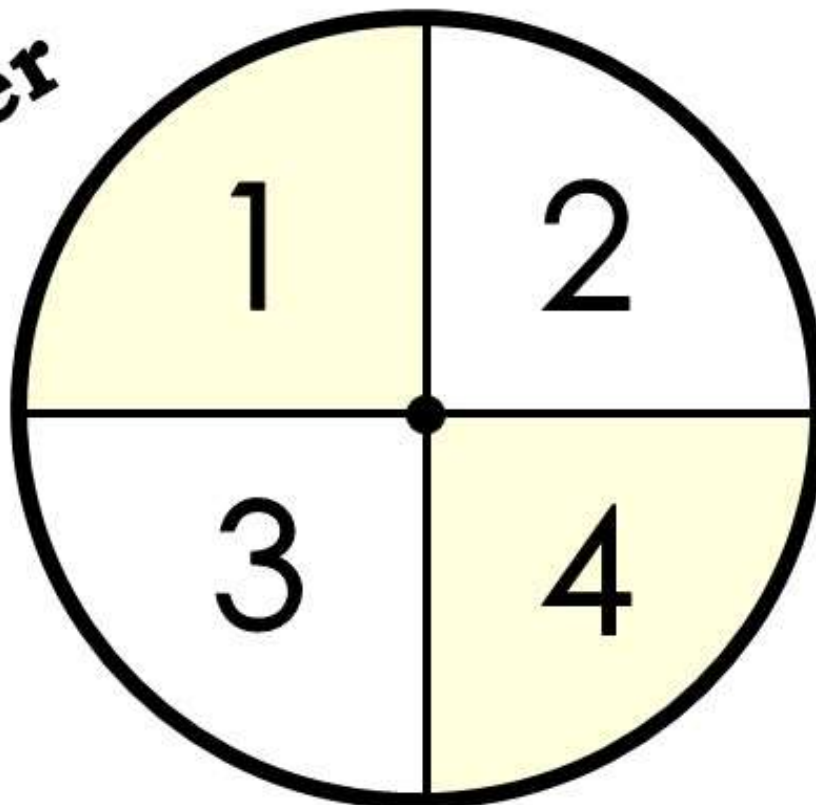




# Father's Day Bump

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
5. When players land on a corner picture that is not the START corner, they can choose any center space to cover, even if it means bumping another player's piece off.
6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



Happy  
Father's  
Day!



To use the spinner, flick a paper clip around the point of a pencil.



START



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# MEMORIAL DAY BUMP

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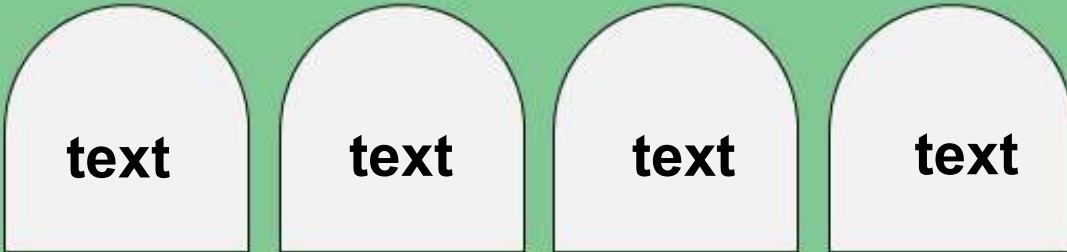
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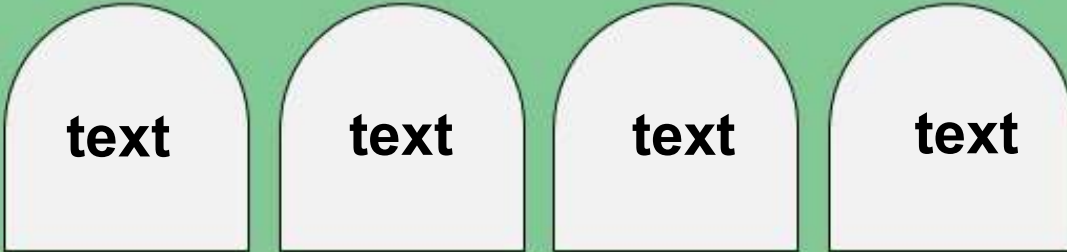
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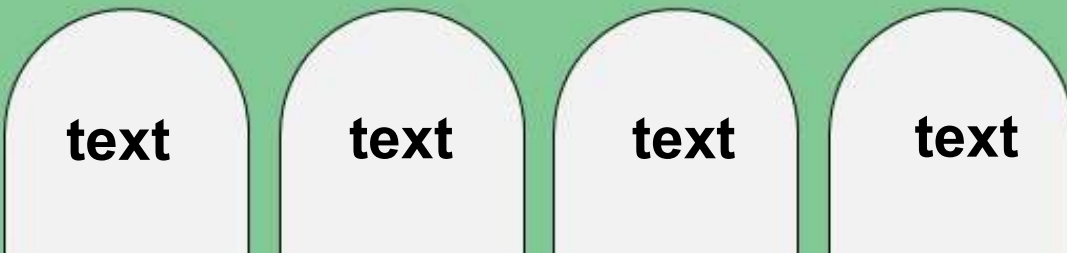
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# Themed Game Pieces

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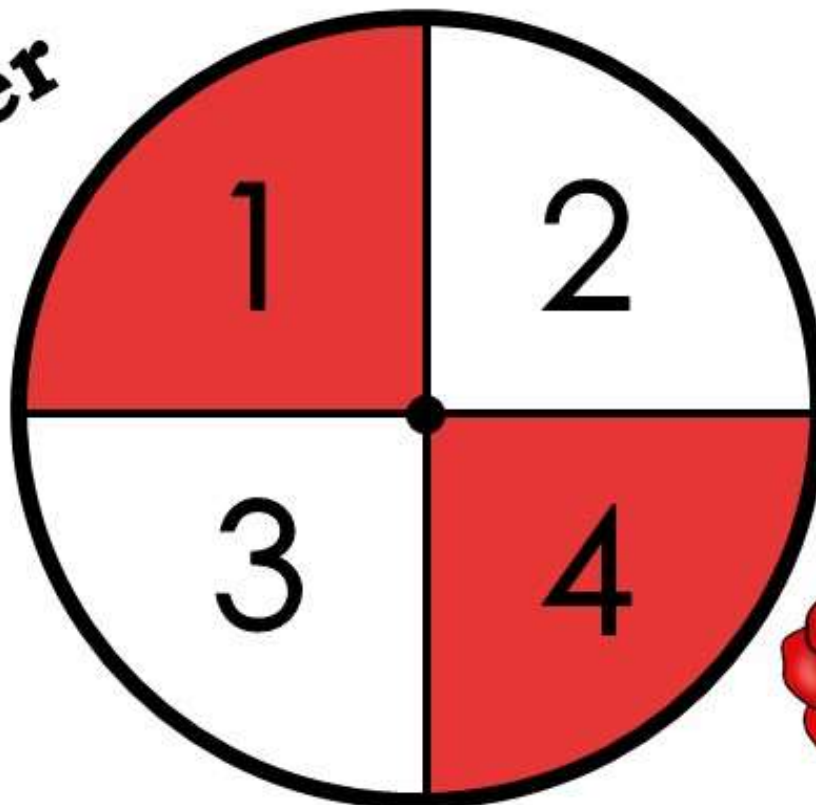




# Memorial Day Bump

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
5. When players land on a corner picture that is not the START corner, they can choose any center space to cover, even if it means bumping another player's piece off.
6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.





upset

reptile

robot

dislike

public



dentist

pigpen

program

cupcake

rapid

topic

text

backpack

spider

flagpole

napkin

flu

cabin

expect

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START

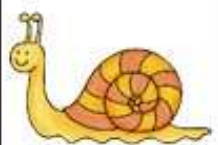
fireman

sunfish

pileup

backstop

basic



# SPRING BUMP

Open Syllable

v-e syllable

Closed syllable

Open Syllable

v-e syllable

Closed syllable

Closed syllable

v-e syllable

Open Syllable

Open Syllable

v-e syllable

Closed syllable



# Themed Game Pieces

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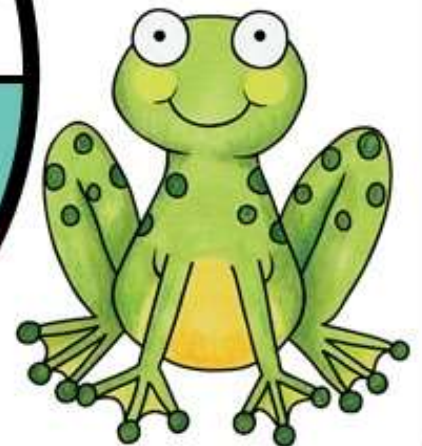
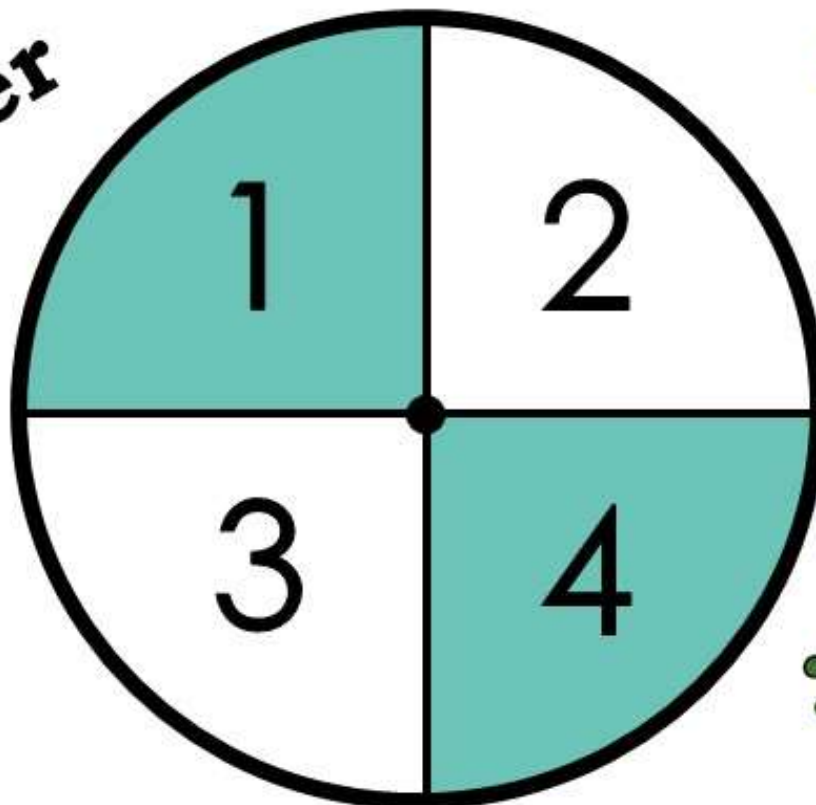




# Spring Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
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6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.





bedbugs

dishpans

finishing

invented

boxes



songs

# GARDEN BUMP



reptiles

baseballs

expected

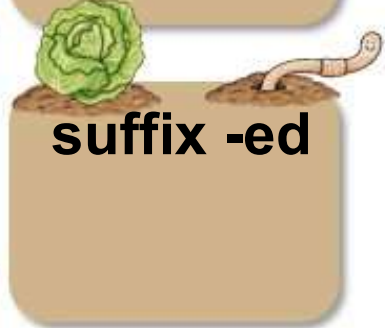
suffix -s

suffix -es

suffix -ing

blended

glasses



singing

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athletes

benches

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suffix -ing

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finishing

finishing

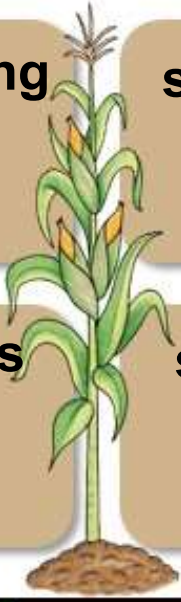
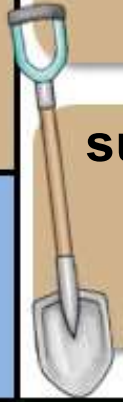
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suffix -s

suffix -ed

sunsets

insisted



rushes



napkins

indented

bathtubs

disrupting

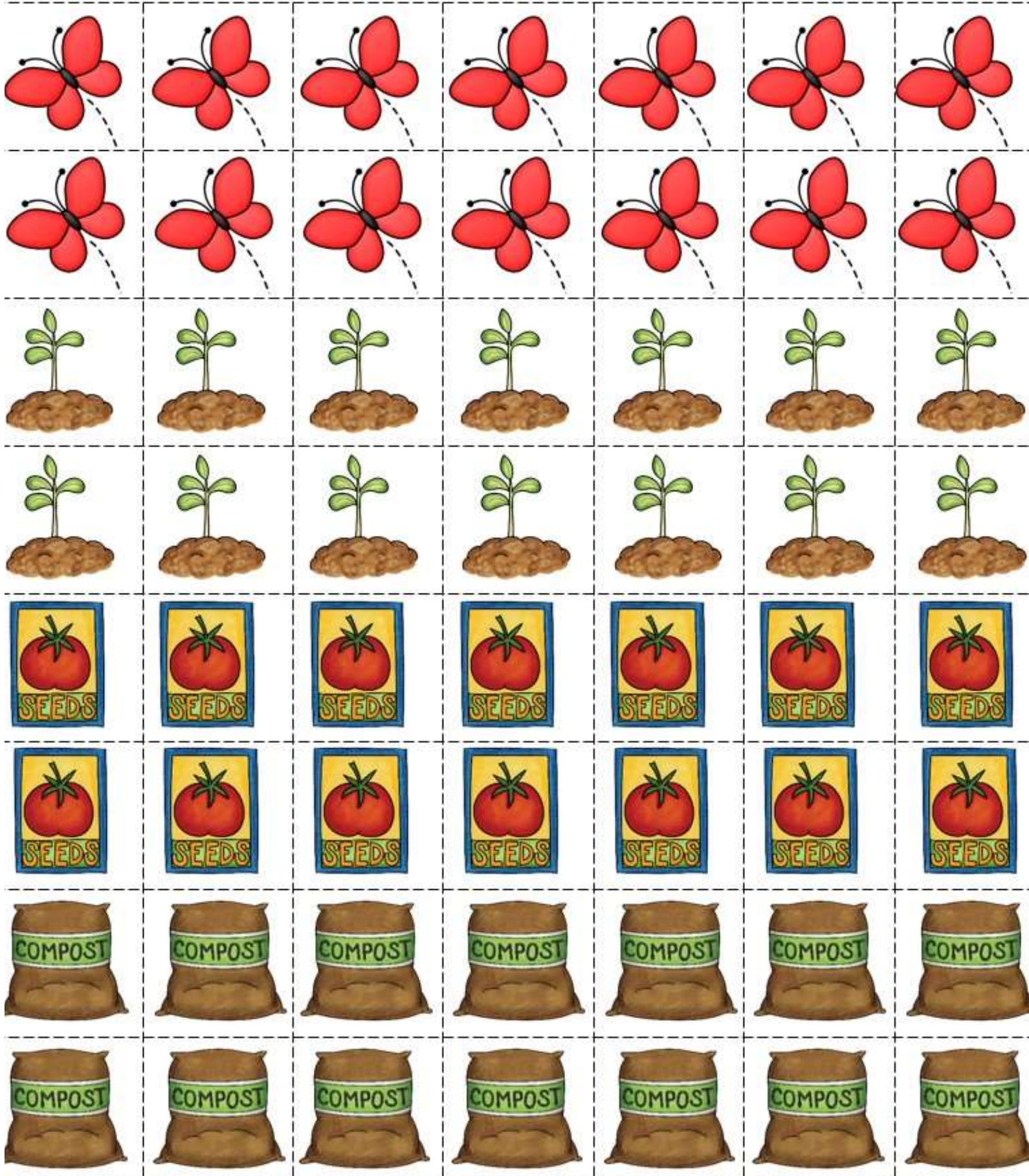
lunches





# Themed Game Pieces

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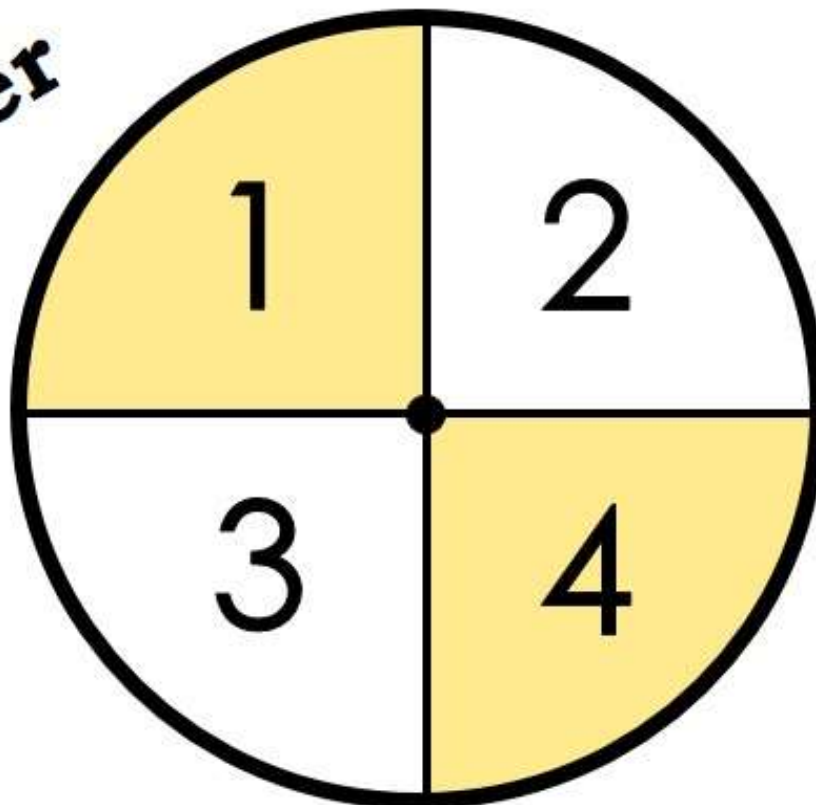




# Garden Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
5. When players land on a corner picture that is not the START corner, they can choose any center space to cover, even if it means bumping another player's piece off.
6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.





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# BEE BUMP

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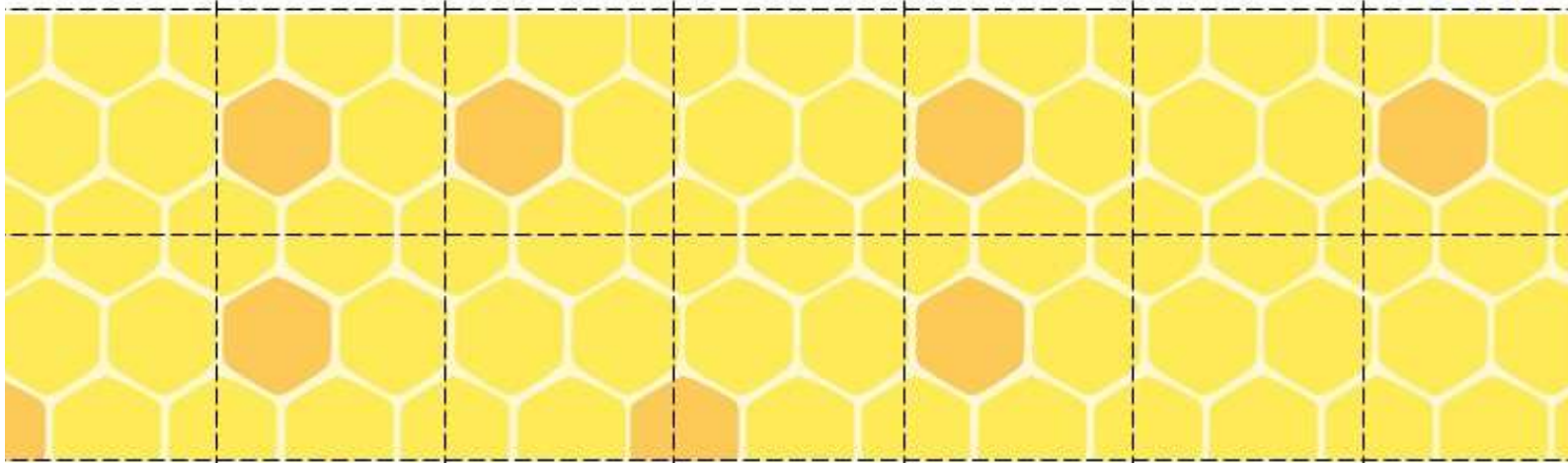
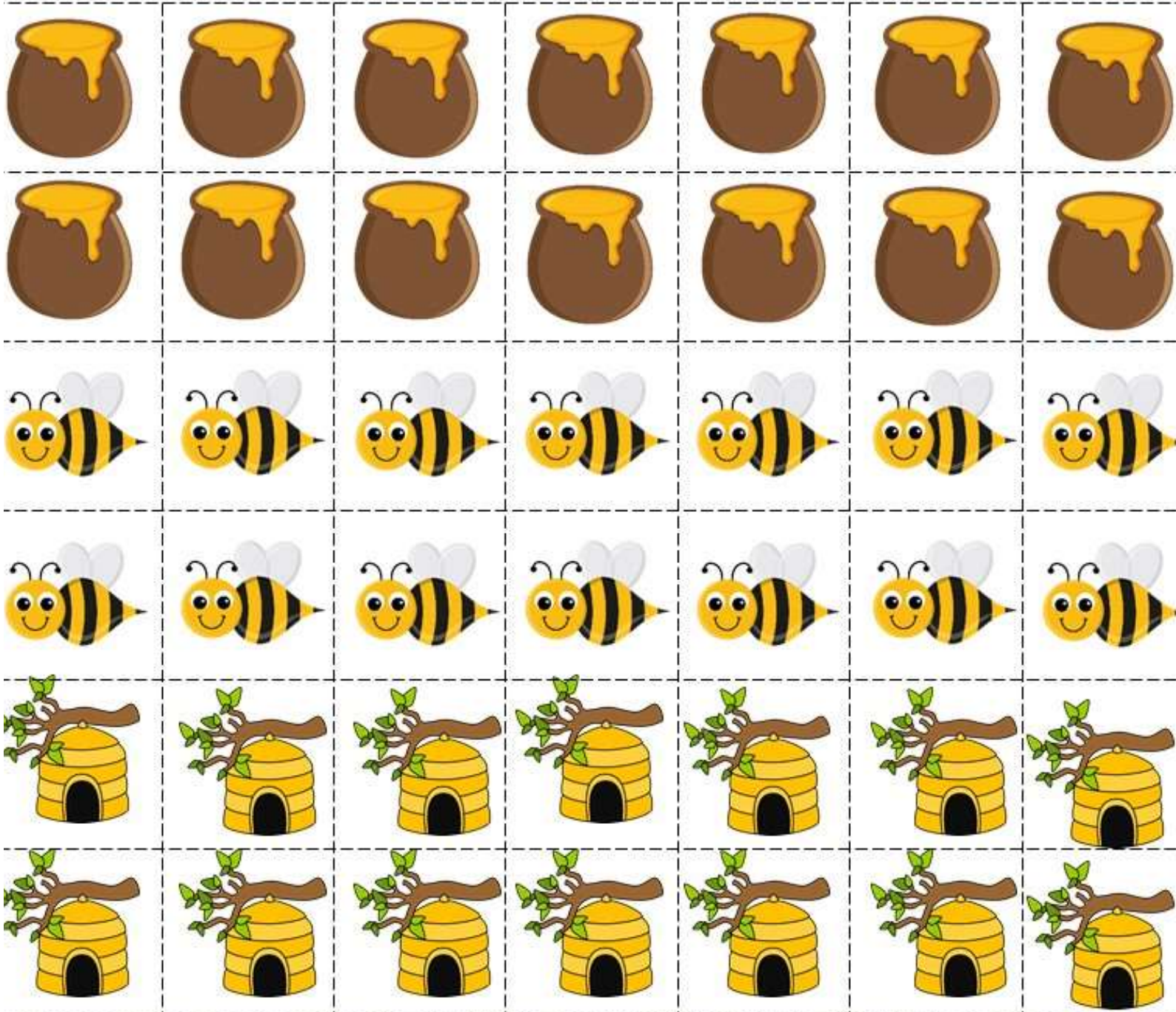
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# Themed Game Pieces

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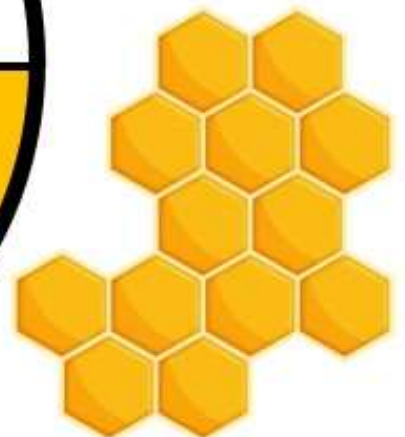
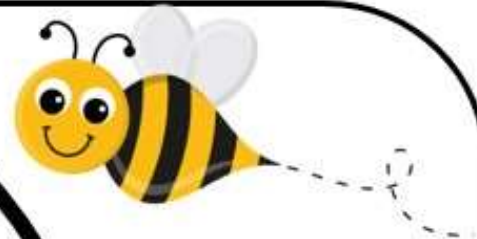
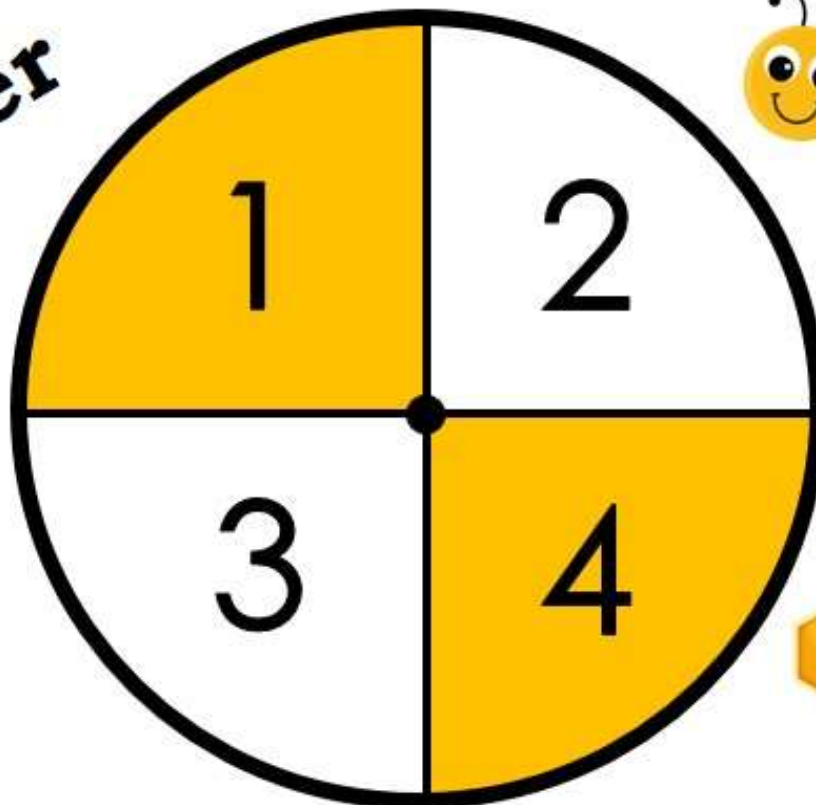




# Bee Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
5. When players land on a corner picture that is not the START corner, they can choose any center space to cover, even if it means bumping another player's piece off.
6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.





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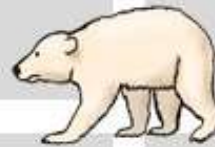
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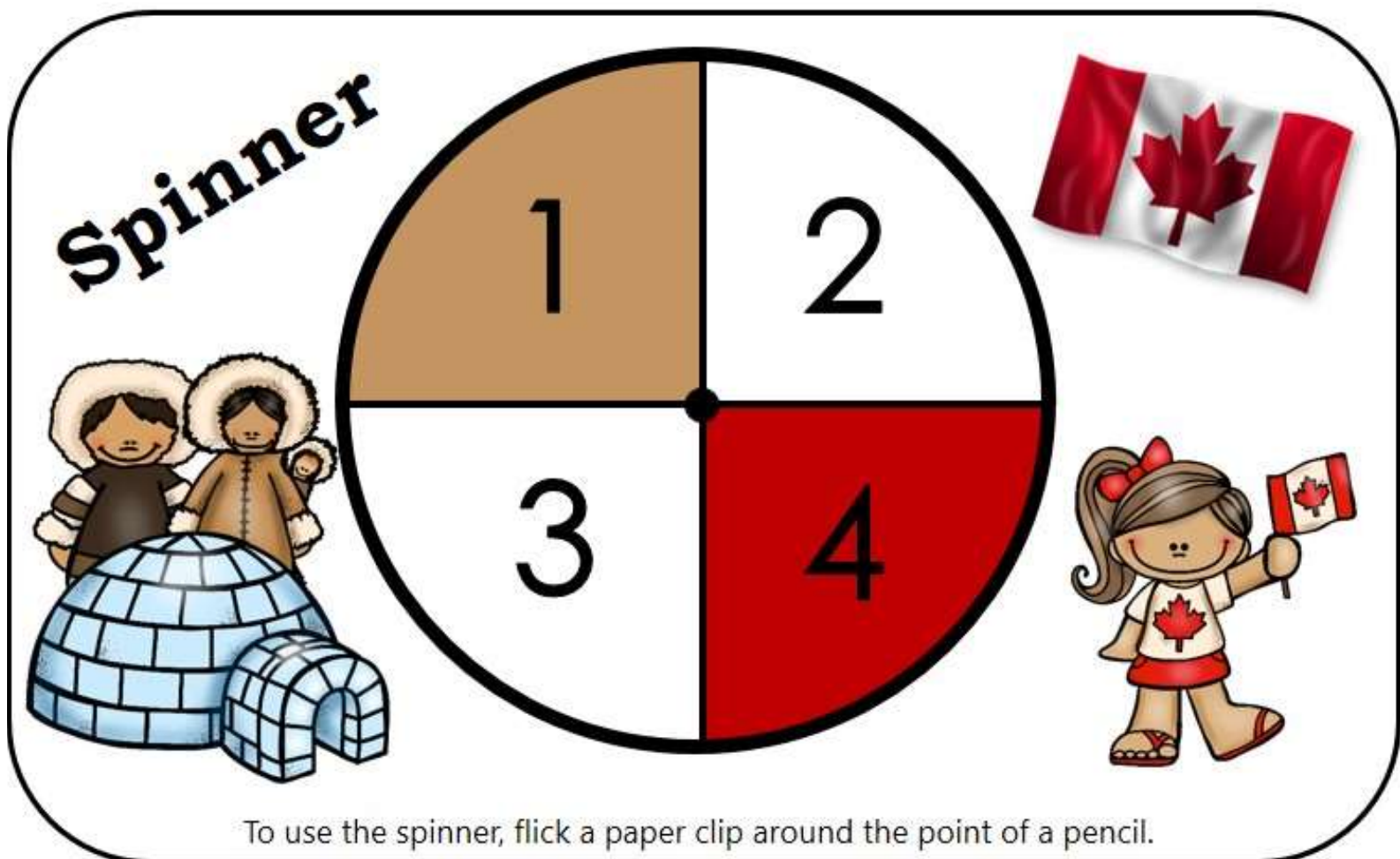






# Canada Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
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6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.







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**JULY 4<sup>th</sup> BUMP**

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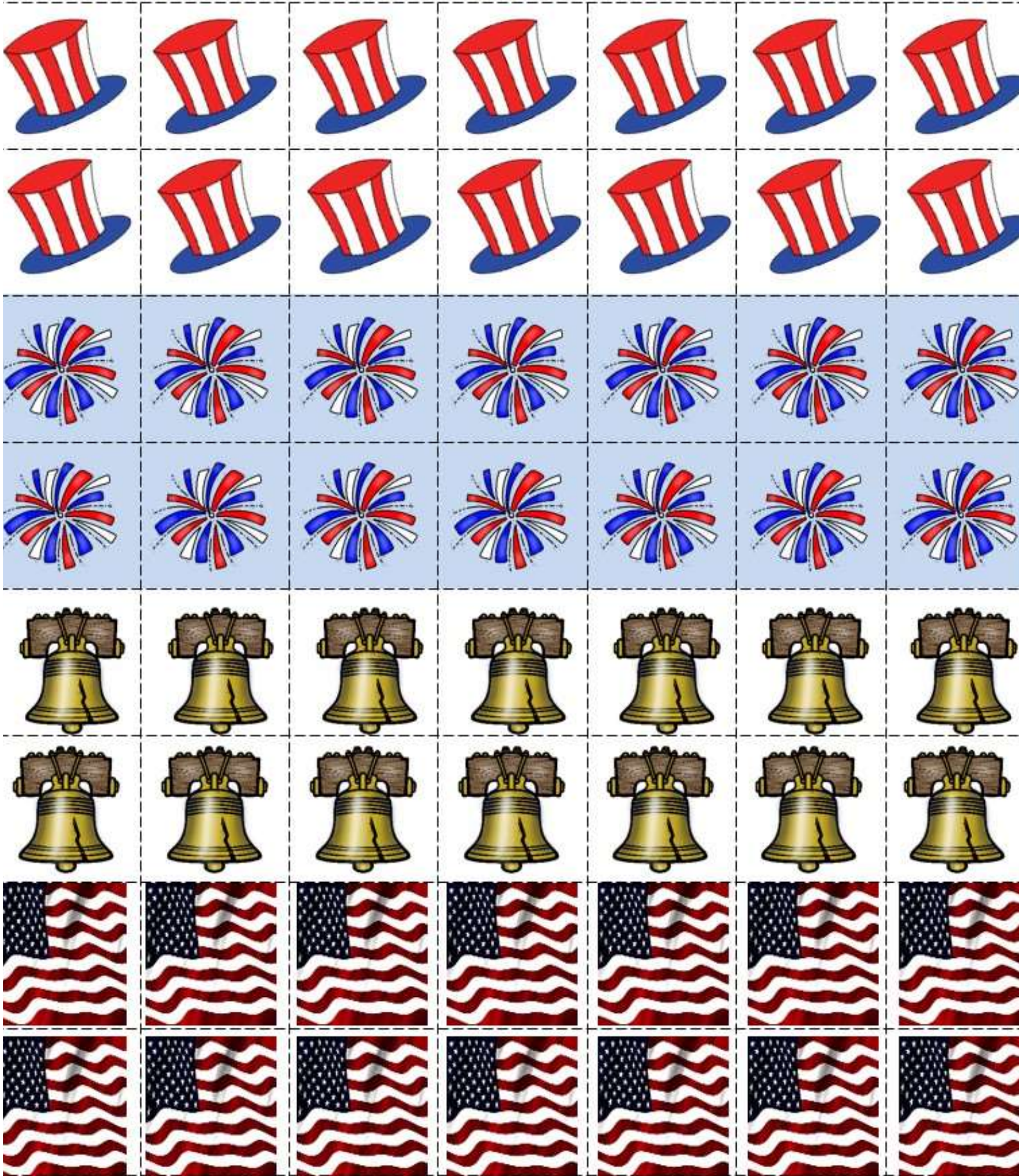


© Denise Ulrich



# Themed Game Pieces

Print, laminate, and cut out these square game pieces. Use for the BUMP Games. One player gets 14 pieces with the same pictures, while another player gets 14 game pieces with different pictures. Up to four people can play on the same game board.

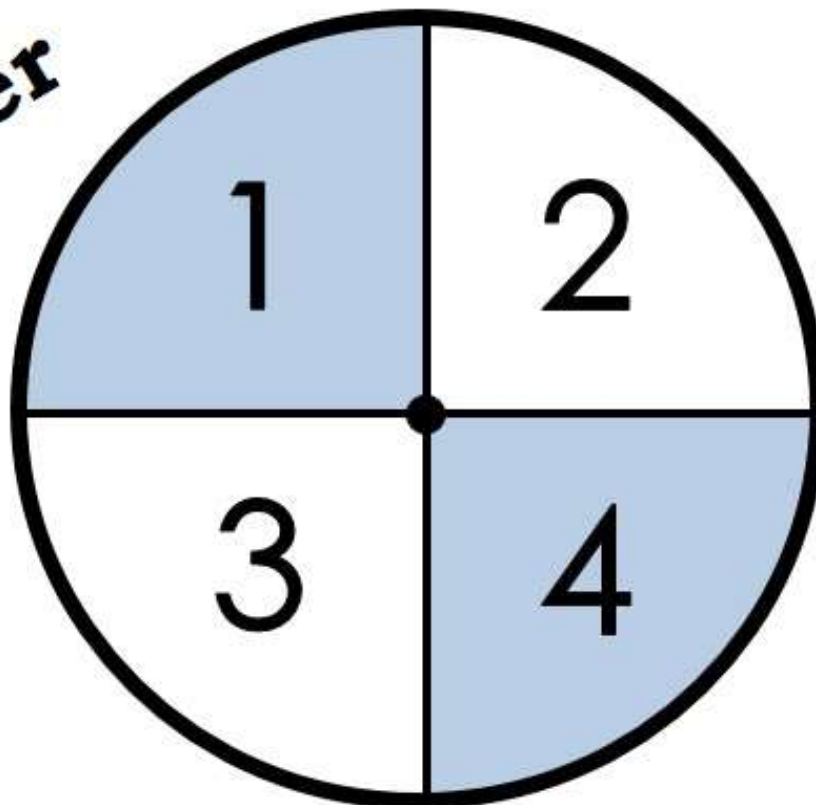




# July 4<sup>th</sup> Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
5. When players land on a corner picture that is not the START corner, they can choose any center space to cover, even if it means bumping another player's piece off.
6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.





call

lungs

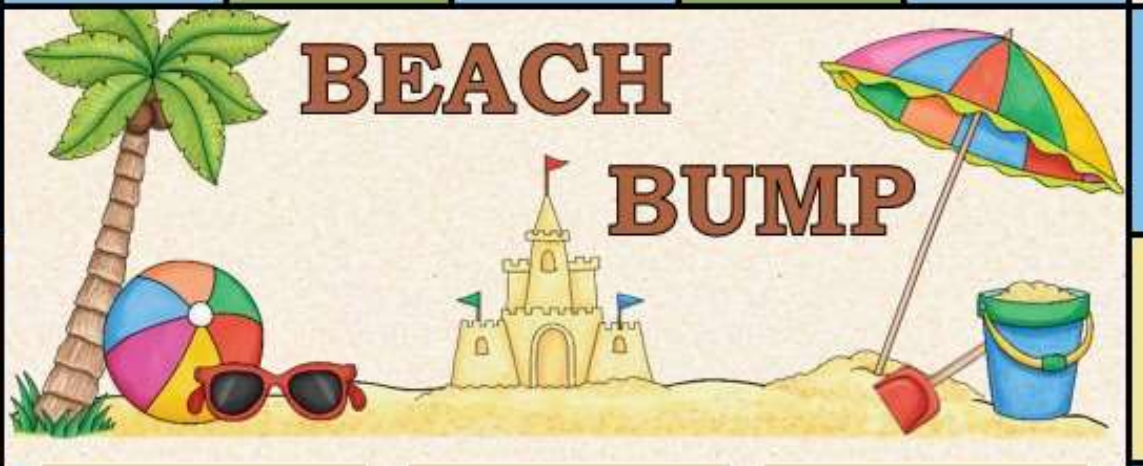
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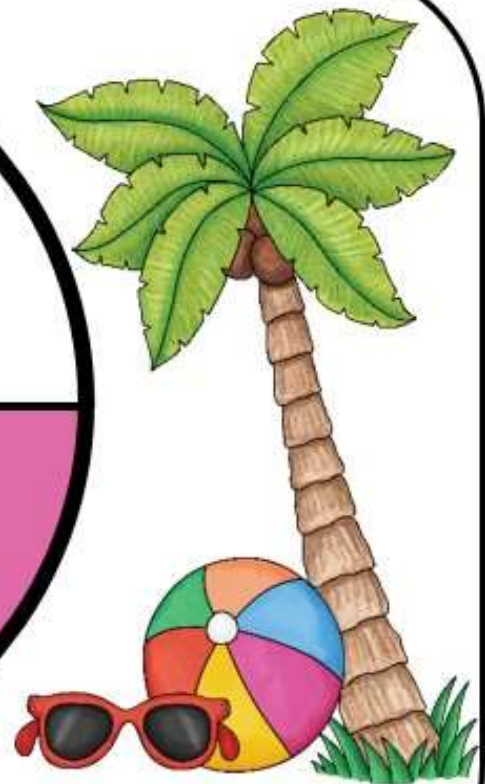
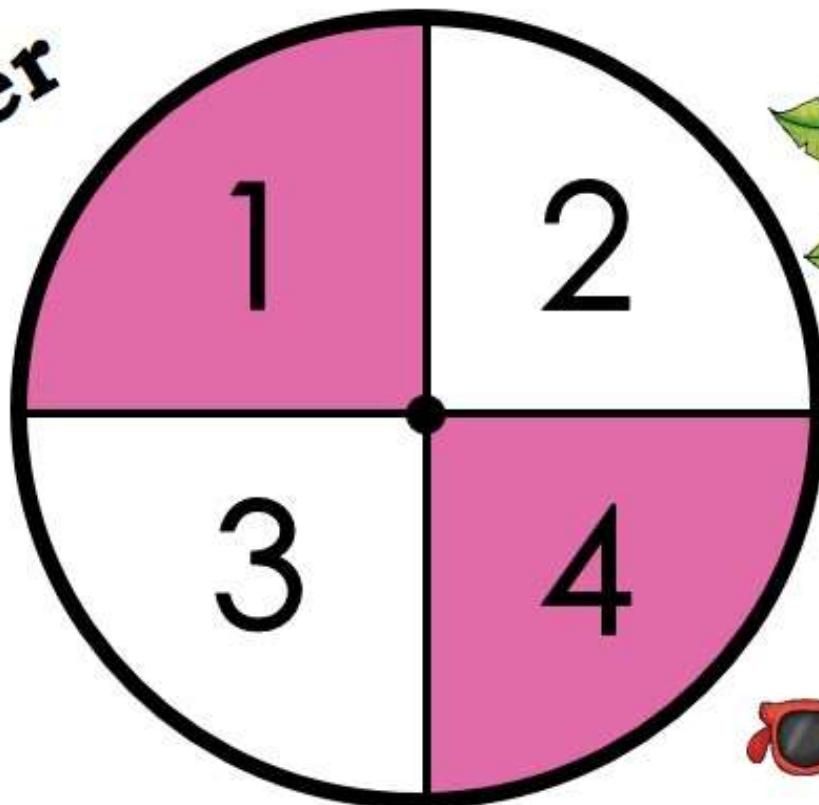




# Beach Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
5. When players land on a corner picture that is not the START corner, they can choose any center space to cover, even if it means bumping another player's piece off.
6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.





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# VACATION BUMP

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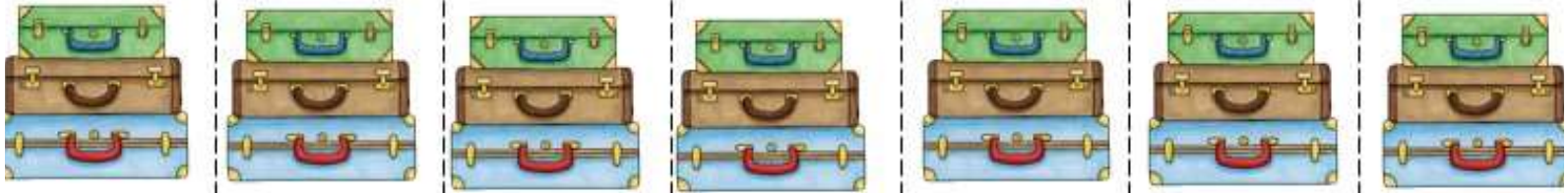
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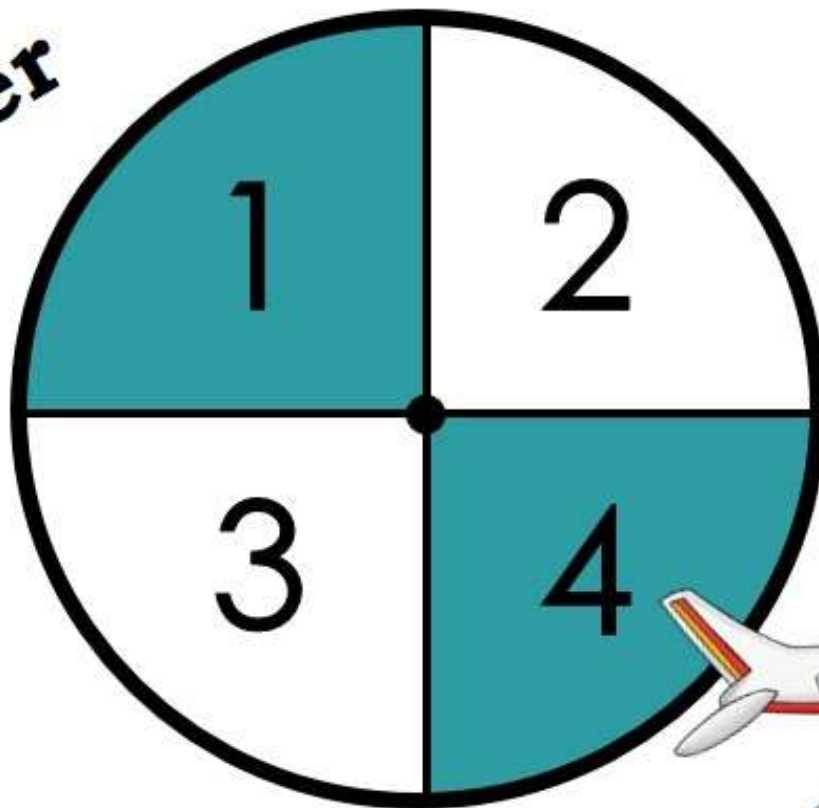




# Vacation Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



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# SPACE BUMP #1



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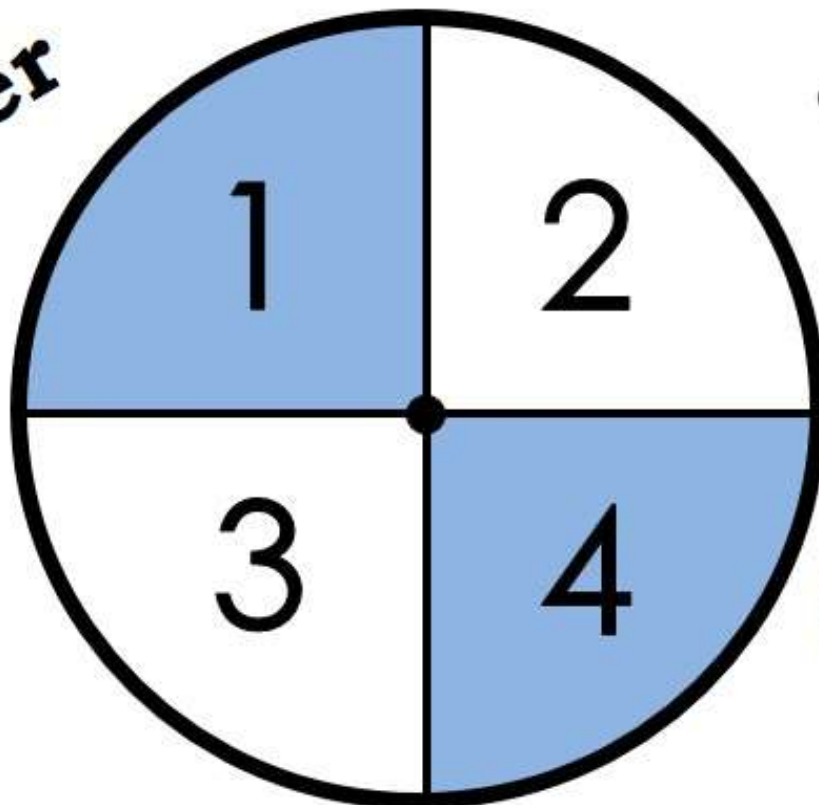
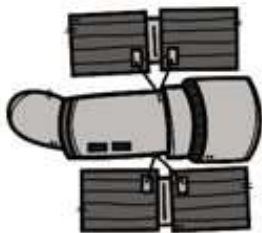




# Space Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
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6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.

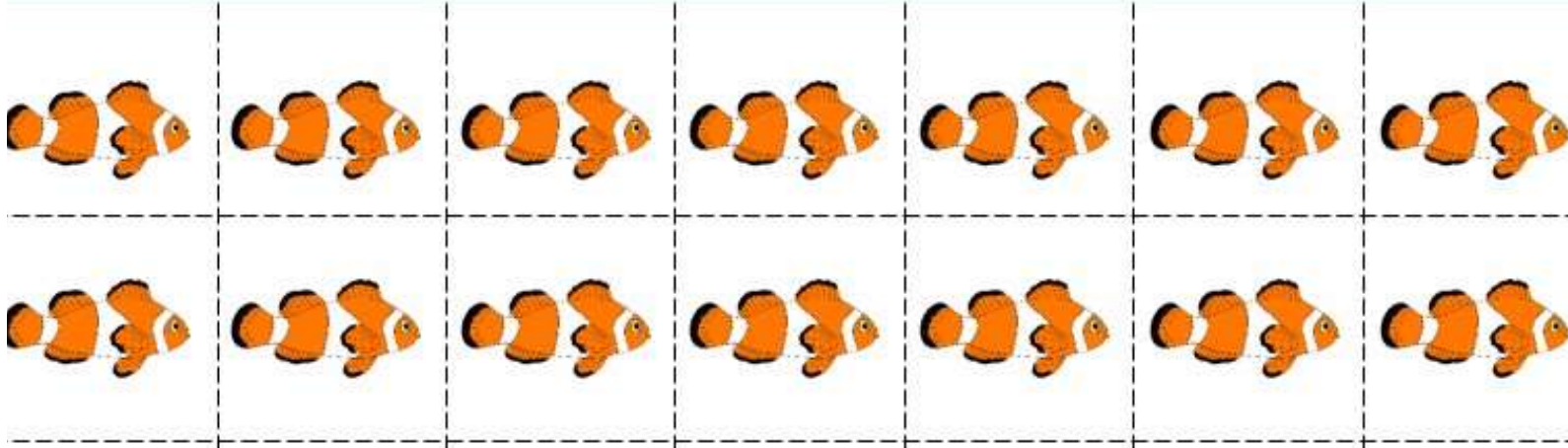
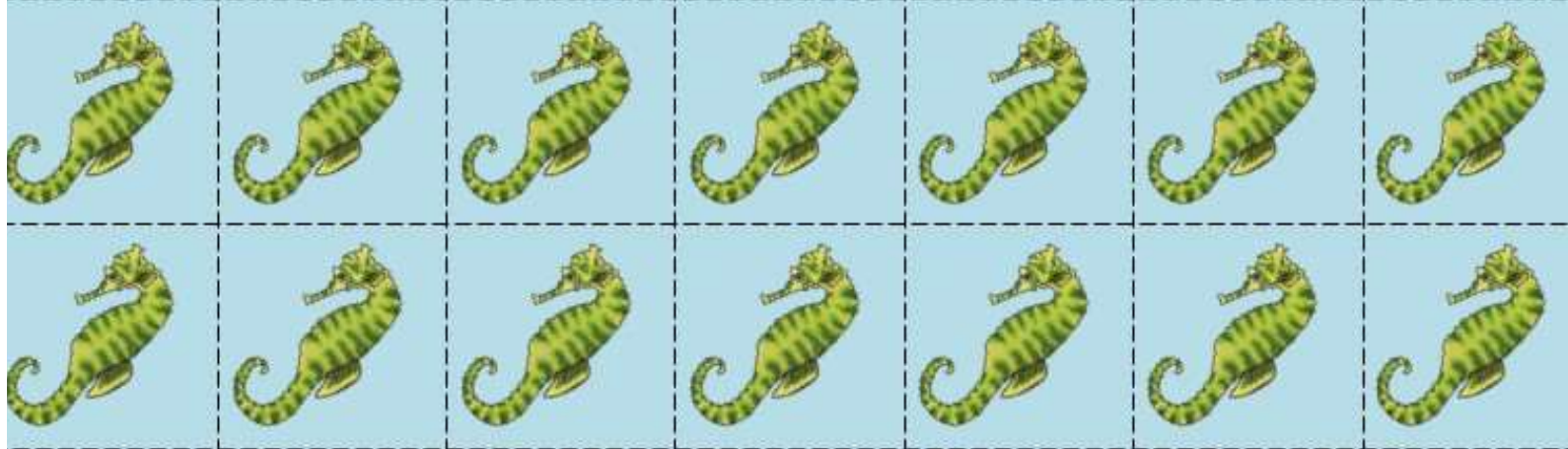
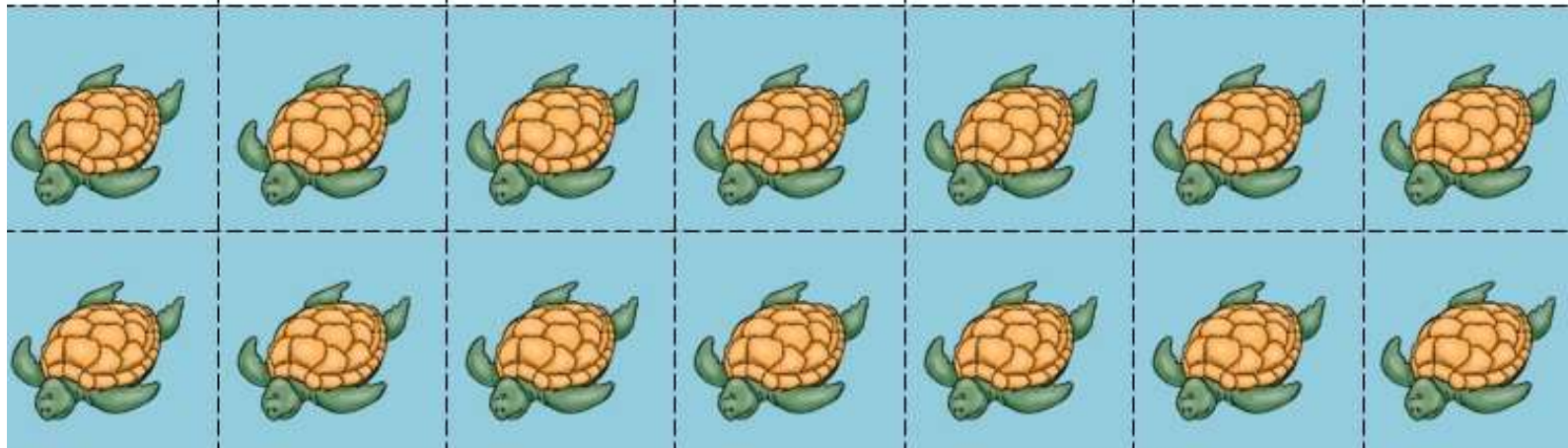
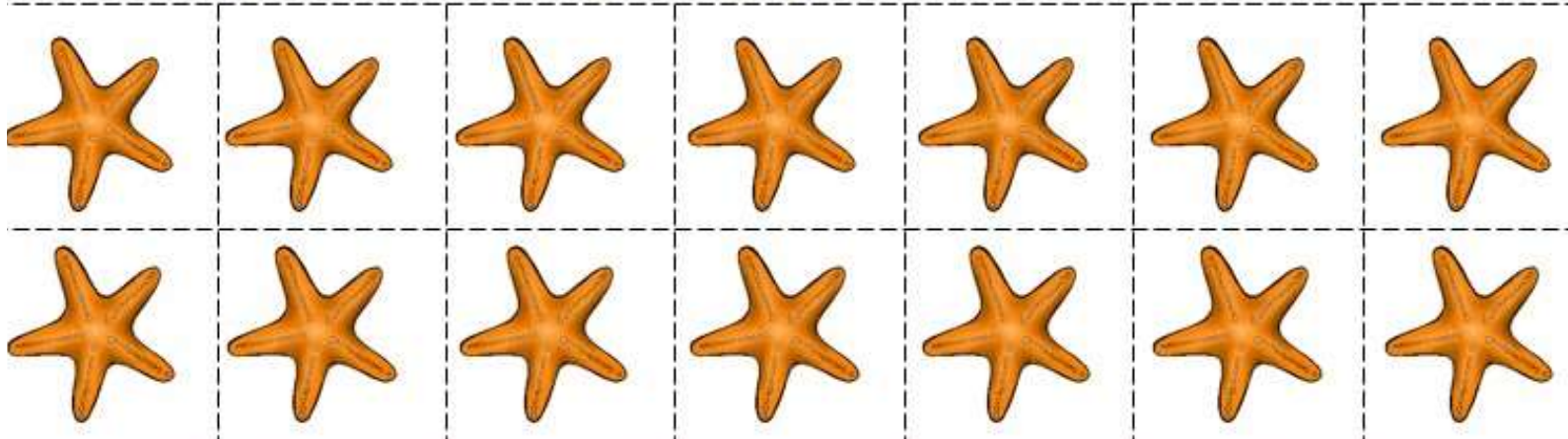


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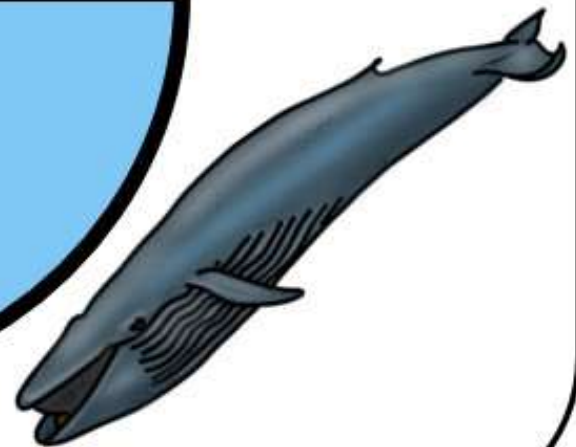
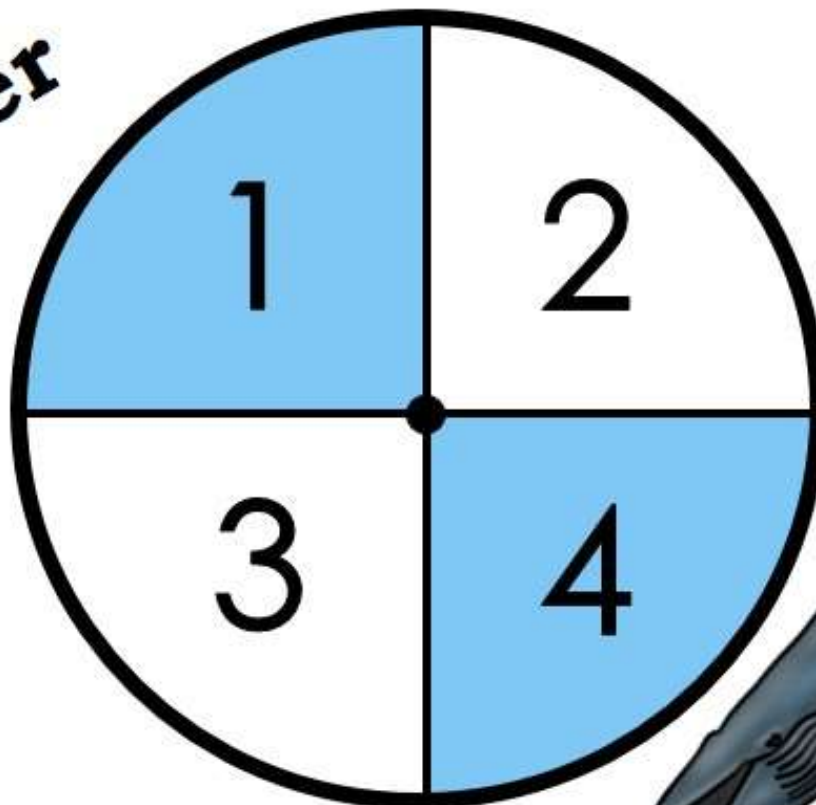




# Ocean Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
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5. When players land on a corner picture that is not the START corner, they can choose any center space to cover, even if it means bumping another player's piece off.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.





START

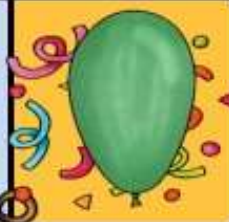
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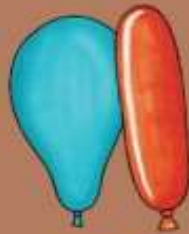
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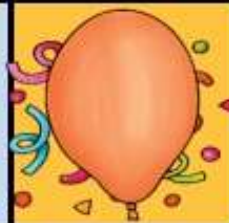
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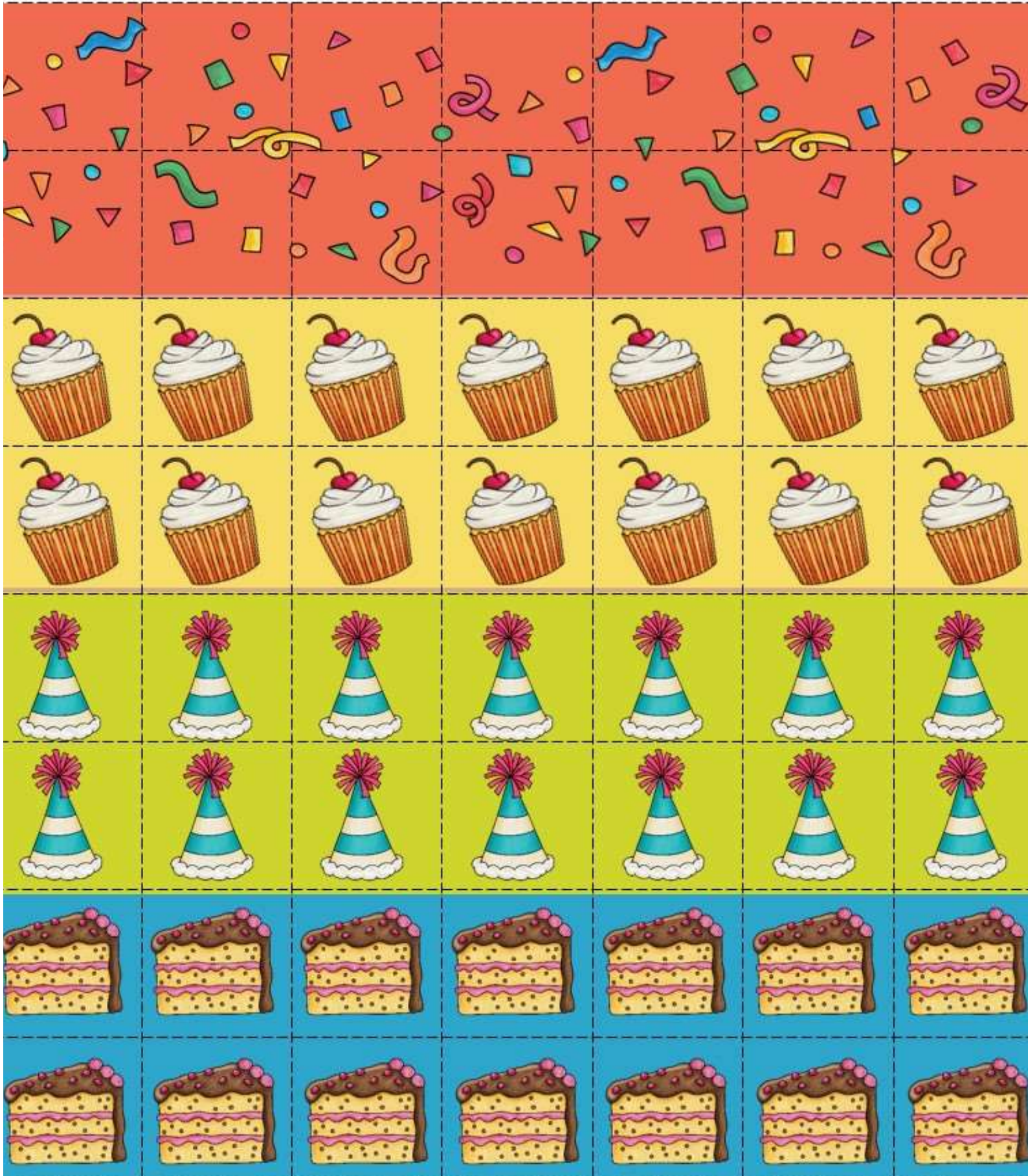
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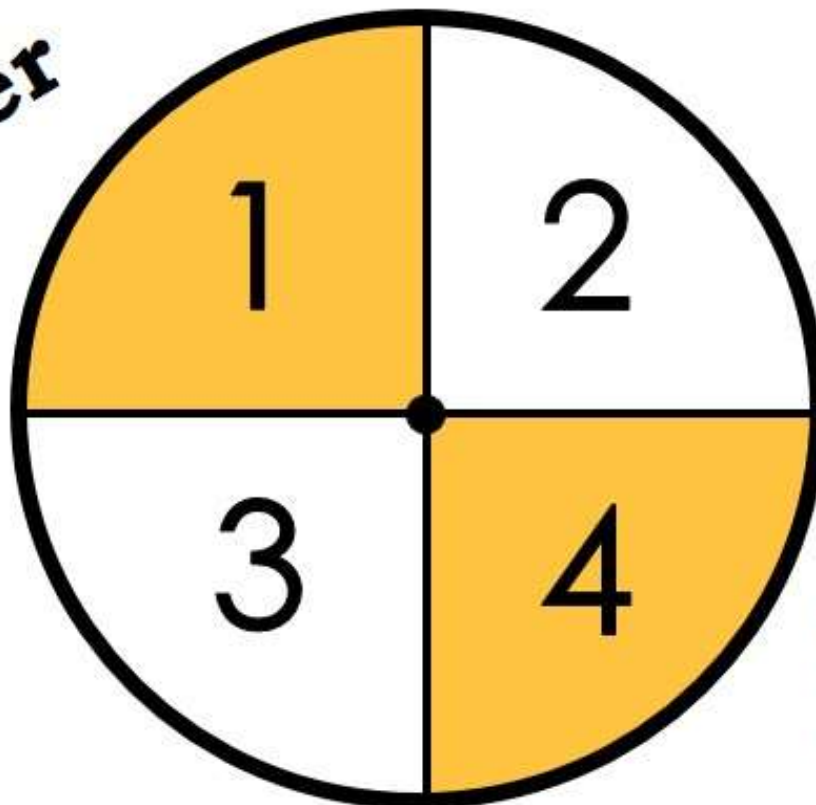




# Birthday Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.





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# BUBBLE GUM BUMP

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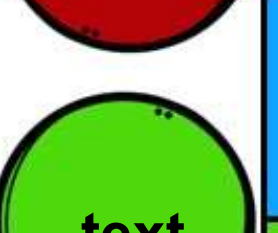
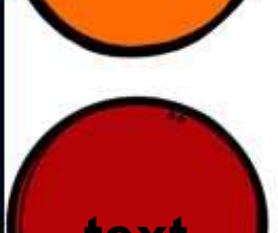
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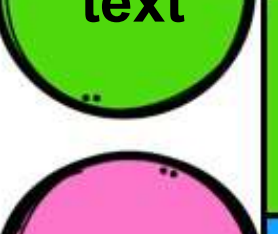
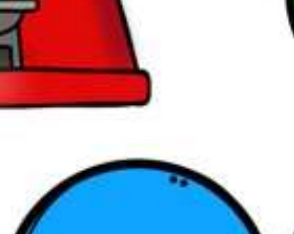
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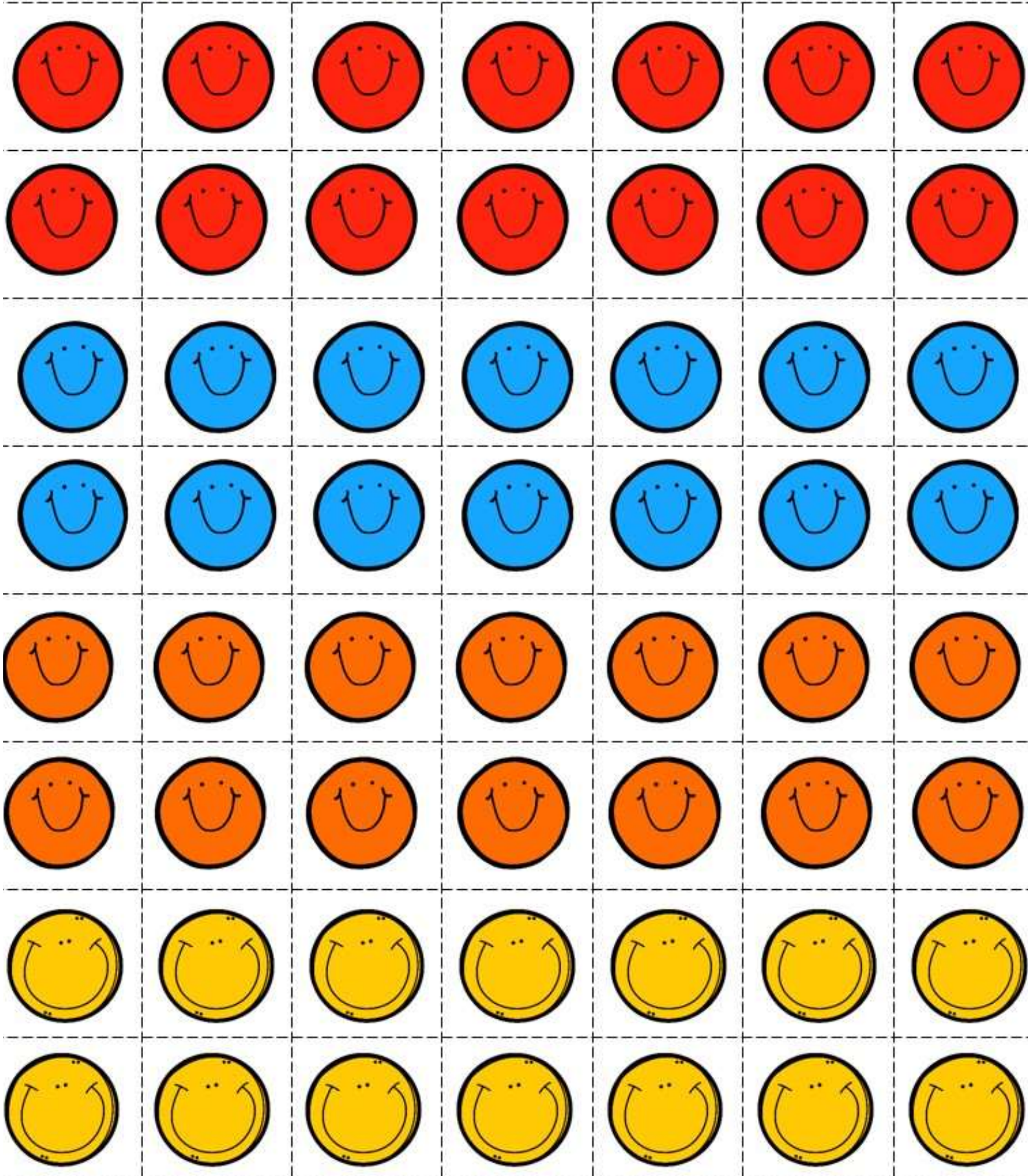
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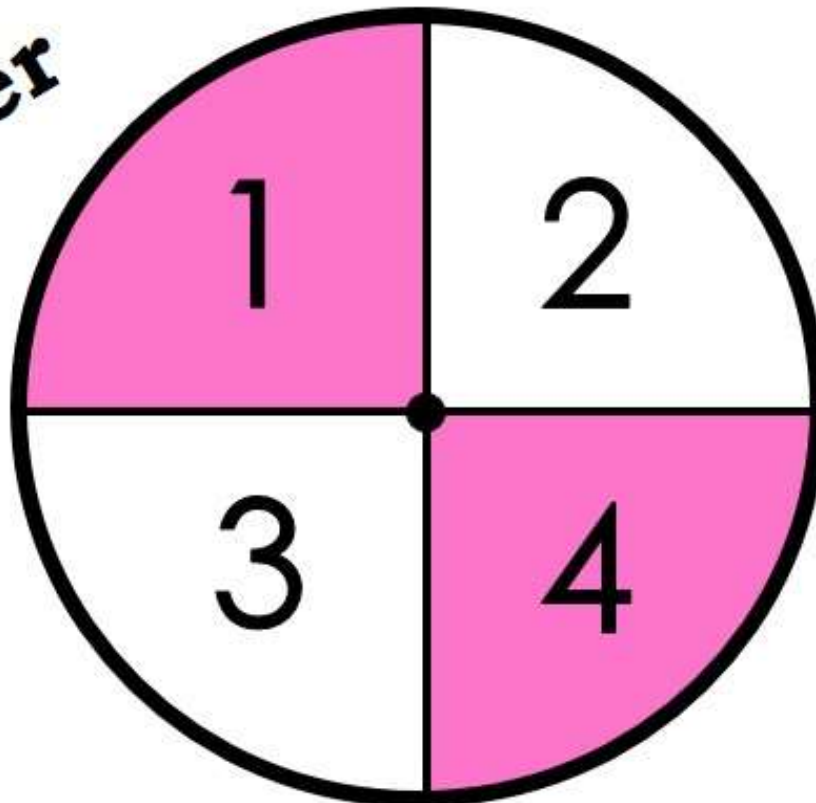




# Bubble Gum Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.





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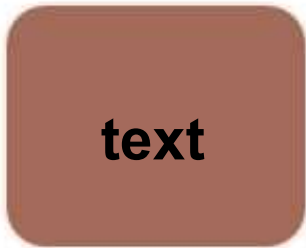
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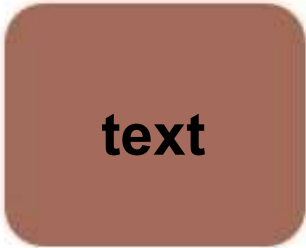
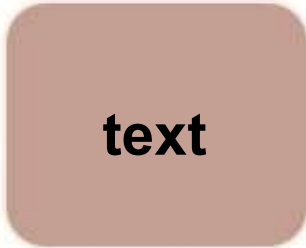
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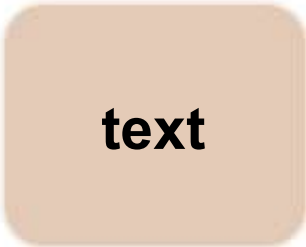
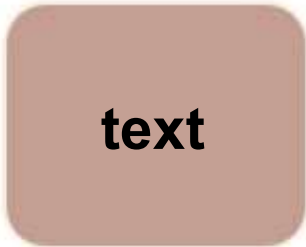
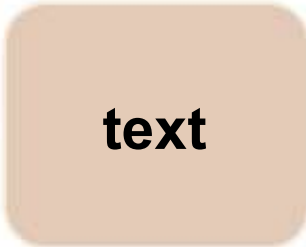
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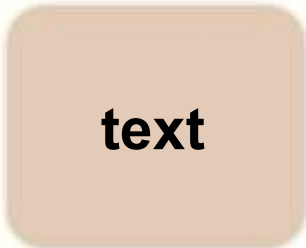
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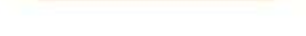
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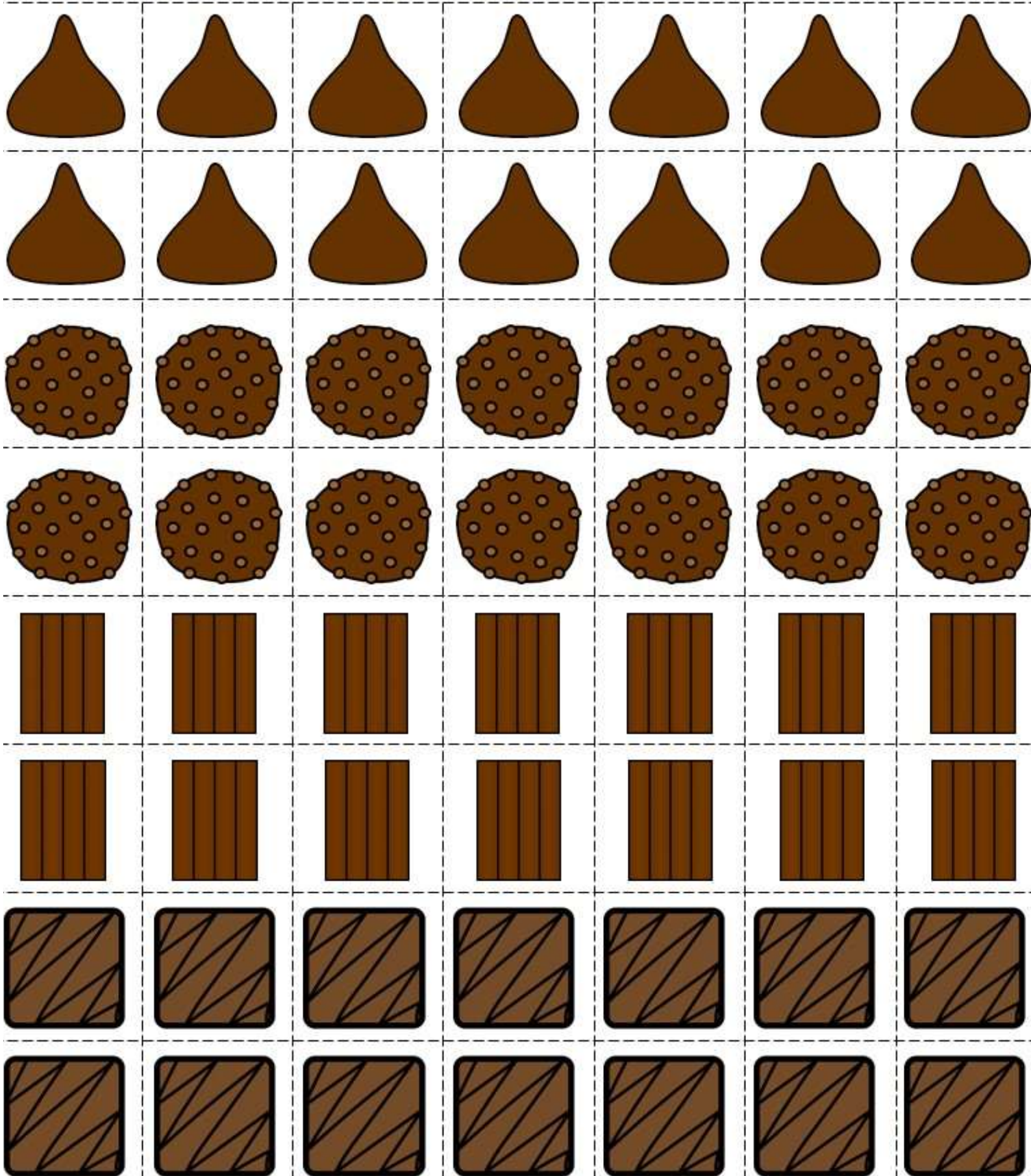
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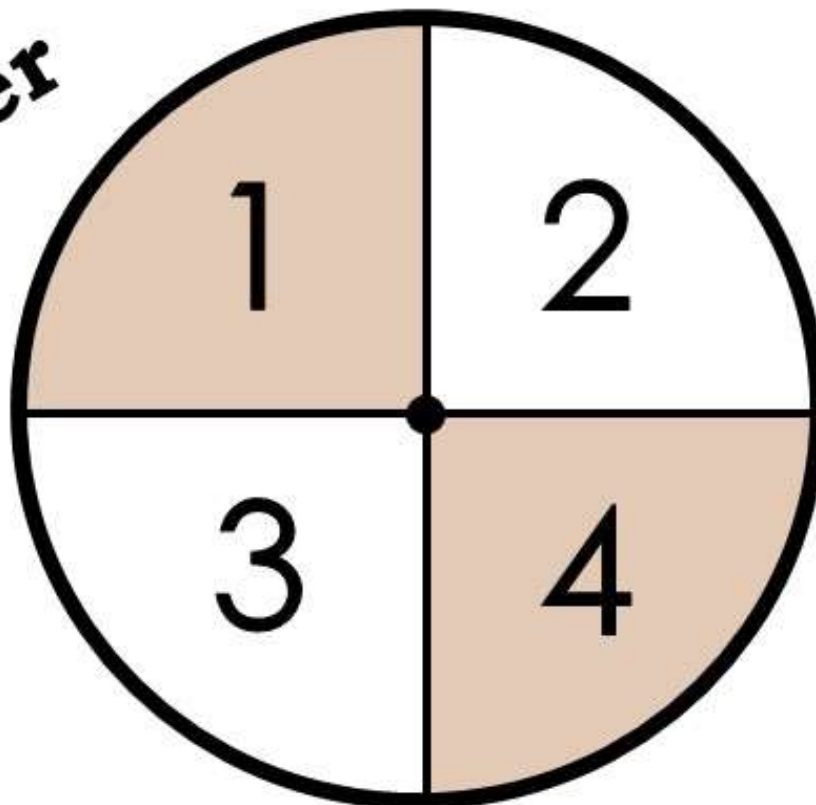




# Chocolate Bump Directions

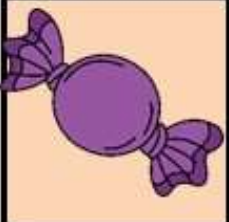
1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
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**Spinner**



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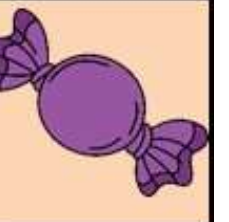
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# CANDY BUMPS

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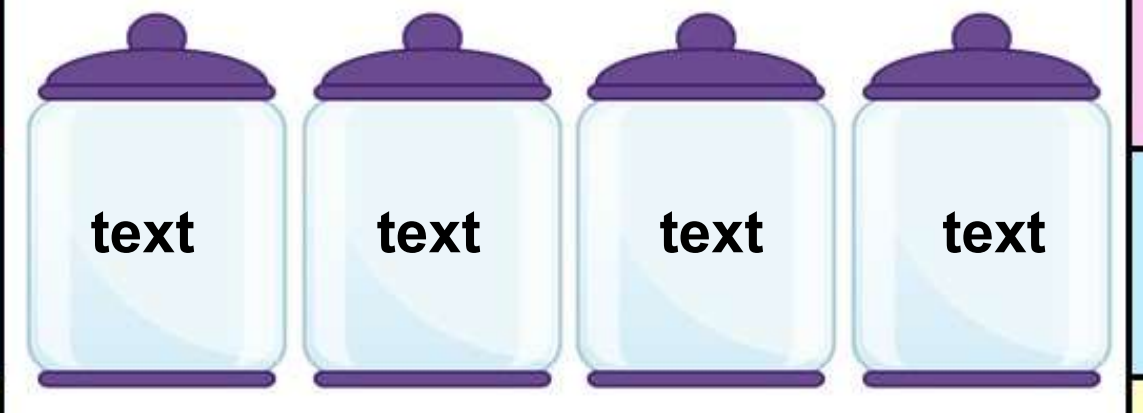
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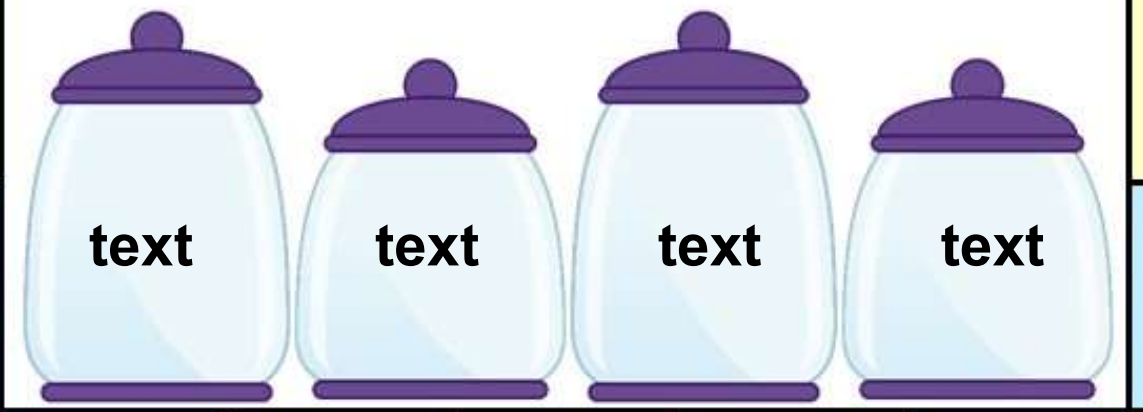
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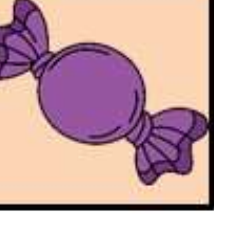
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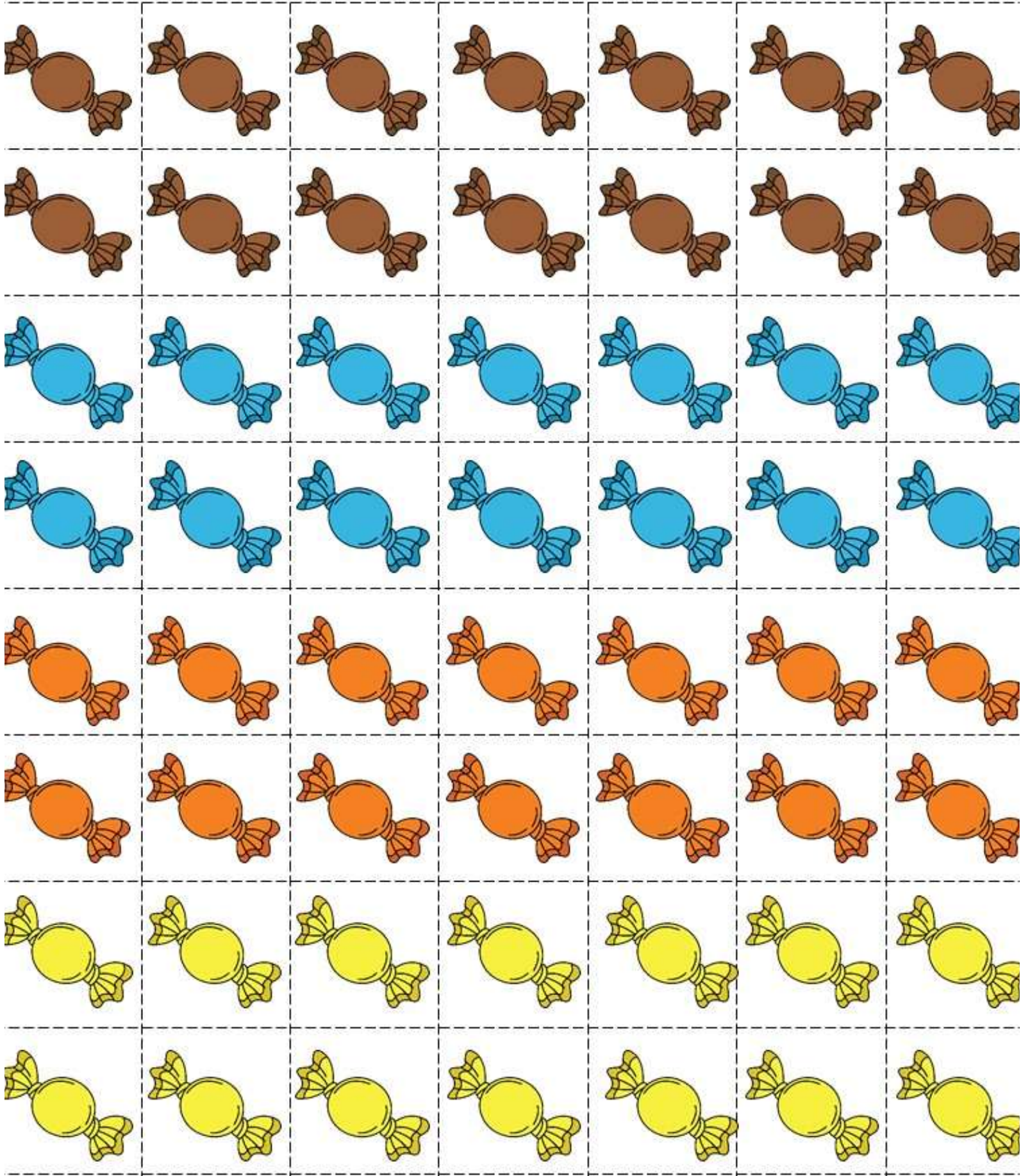
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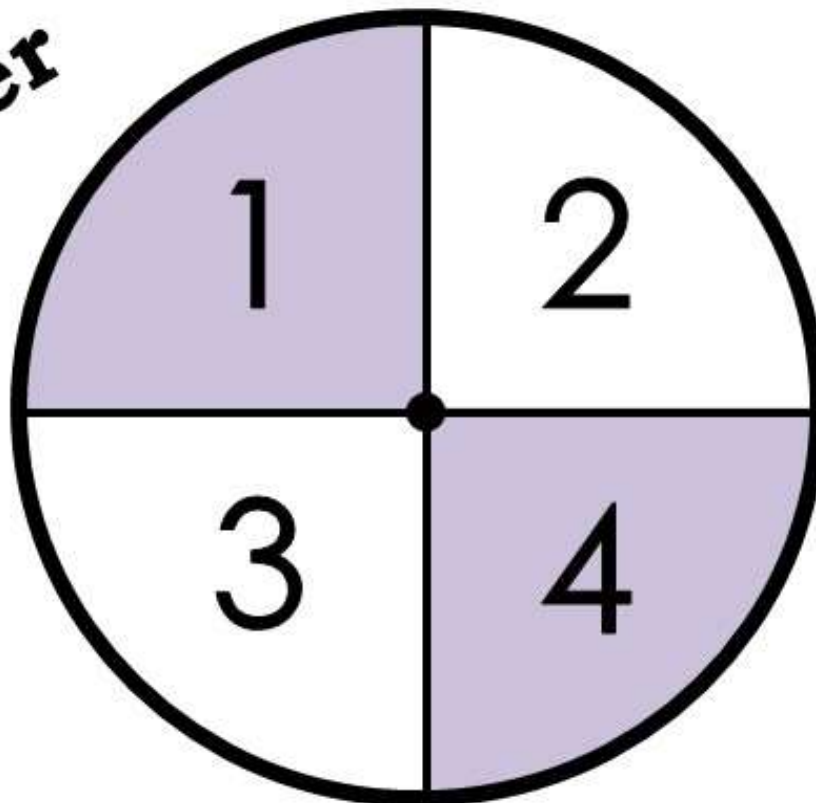




# Candy Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
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**Spinner**



To use the spinner, flick a paper clip around the point of a pencil.



# Brain-Based Teaching Strategies

A branch of educational psychology involves MRI scans of people's brains during and after new skills and information are learned. The amazing results show that we learn best and retain new information when the following takes place:

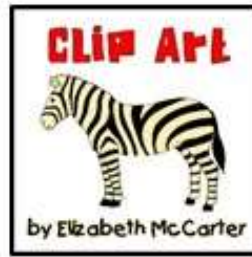
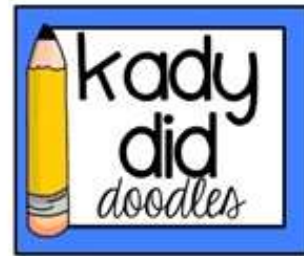
1. Prior knowledge on the subject has been activated *before* the content of the lesson is presented, because this gives learners a place in their memory to organize the incoming new information.
2. Charts and diagrams of the new information are created either by teachers in front of the class, or by small student groups during or after the lesson. Often "K-W-L" graphic organizers are used for this purpose. The visual components aide in memory retention as students can refer back to these charts for days after the lesson.
3. The learning is presented in a fun, non-threatening atmosphere, where positive feelings are created.
4. A variety of activities are used to present new learning which creates new neural pathways (structural changes in the brain creating memories).
5. Activities involve movement/bodily-kinesthetic learning using space, touch, and motion.
6. Learners are given the opportunity to verbally explain what they learned to a peer or teacher, or given a chance to journal about the newly learned information, even verbally explaining what they thought was most important. This is called "meta-cognition". Explaining one's learning is quite important since it activates an additional part of the brain, creating more neural pathways for better understanding and memory retention.

Therefore, I recommend creating a K-W-L chart when possible, or at least verbally ask students what they know/remember from previous days. Present the new lesson. Play various games, such as the ones I have placed in my TpT store online. This might include a pocket chart matching activity, playing Memory, Go Fish, BINGO-type games, etc... Finally, allow students to use meta-cognition by verbalizing to a friend what they learned, or let students jot down any new or important information.



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