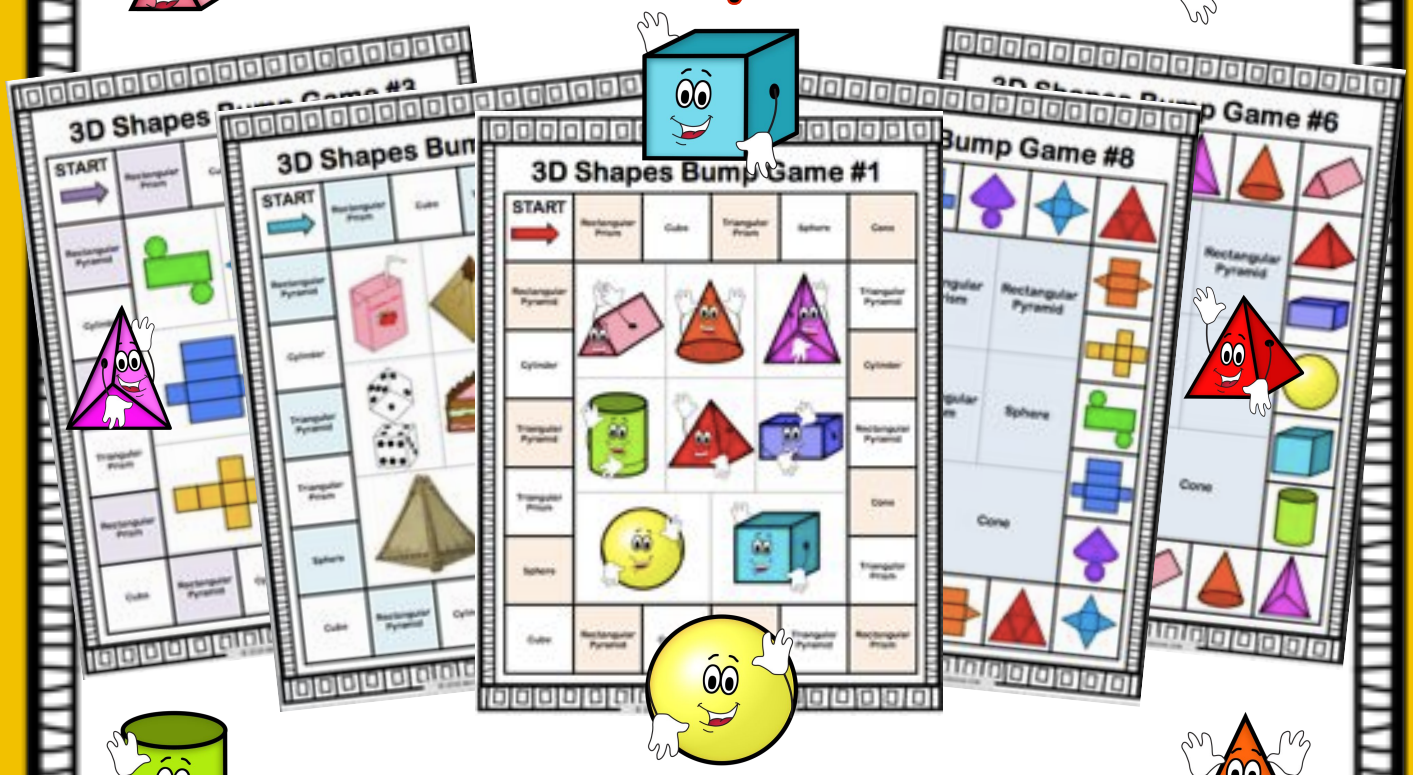
Geometry

BUMP GAMES

Three Dimensional Shapes



10 Different Bump Games!

Bump Game Instruc
For Games 1, 2, 3, 4, 6

Number of Players: 2

Materials Needed: Bump game board of choosi and 6 counters of a different color, 1 dice, 2 game pi

Objective: To be the first person to have al onto the center spaces on the game board.

Directions:

1. Each player takes 6 counters of ayer has 6 red counters and one player has
2. Each player puts his/her ga ce.
3. Each player rolls the dice oll goes first.
4. The first player rolls the number of spaces around the game boar ge/reads the description on the space he/she puts a counter on top of the space in the middl that image/description.
    - If the matc s already been covered by the other pla e other player's counter off of the space a wn counter.
    - If the er has already been covered by his/her place a second counter on top of it. W ers are on top of the same space, that ger get bumped off by the other player.
    - the center has already been locked in by er cannot do anything. He/she must wait for the
5. player taking turns until one player has placed all o the center spaces. Note that players will continue round the game board until this happens. If a player he/she moves around the game board track, that player ounters in the center for that turn.

Bump Game Instruc

For Games 5, 9, ar

Number of Players: 2

Materials Needed: Bump game board of choosin and 20 counters of a different color, 1 dice, 2 game

Objective: To be the first person to make a es using his/her counters. The line can be horizon

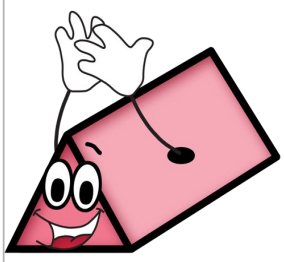
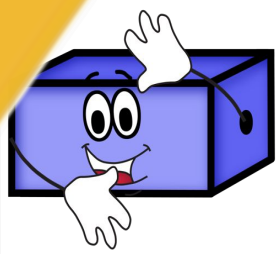
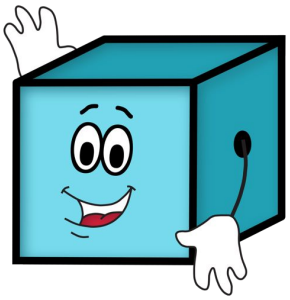
Directions:

1. Each player takes 20 counters o ayer has 20 red counters and one player has 2
2. Each player puts his/her gam e.
3. Each player rolls the dice. ll goes first.
4. The first player rolls the d number of spaces around the game board ption on the space he/she just landed on. The p of the space in the middle of the board that ma te that there is often more than one space in at description; the player may choose only one er on for that turn.
   - If the ma has already been covered by the other p the other player's counter off of the spac own counter.
   - If t enter has already been covered by his/h can place a second counter on top of it. nters are on top of the same space, that longer get bumped off by the other player.

in the center has already been locked in by ayer cannot do anything. He/she must wait for the

ch player taking turns until one player has placed his/ e of 3 (vertical, horizontal, or diagonal) on the center players will continue moving around and around the game ens. If a player lands on "Start" as he/she moves d track, that player cannot place any counters in the ce n.

3D Shapes Bump Ga

START →	Rectangular Prism	Cube	Triangular Prism	Sphere	Rectangular
Rectangular Pyramid					Triangular Pyramid
Cylinder					Cylinder
Triangular Pyramid					Rectangular Pyramid
Triangular Prism					Cone
					Triangular Prism
		Cylinder	Sphere	Triangular Pyramid	Rectangular Prism

3D Shapes Bump Ga

START	Rectangular Prism	Cube	Triangular Prism		
Rectangular Pyramid					Triangular Pyramid
Cylinder					Cylinder
Triangular Pyramid					Rectangular Pyramid
Triangular Prism					Cone
					Triangular Prism
	Cylinder	Sphere	Triangular Pyramid	Rectangular Prism	

3D Shapes Bump Ga

START →	Rectangular Prism	Cube	Triangular Prism		
Rectangular Pyramid					Triangular Pyramid
Cylinder					Cylinder
Triangular Pyramid					Rectangular Pyramid
Triangular Prism					Cone
Re					Triangular Prism
		Cylinder	Cone	Triangular Pyramid	Rectangular Prism

3D Shapes Bump Ga

START	Rectangular Prism	Cube	Triangular Prism		
Rectangular Pyramid	I have 5 faces, 8 edges, and 5 vertices.				Triangular Pyramid
Cylinder					Cylinder
Triangular Pyramid			I have 4 faces, 6 edges, and 4 vertices.		Rectangular Pyramid
Triangular Prism					Cone
			I have 5 faces, 9 edges, and 6 vertices.		Triangular Prism
		Cylinder	Sphere	Triangular Pyramid	Rectangular Prism

3D Shapes Bump Ga

START →	Rectangular Prism	Cube	Triangular Prism		
Rectangular Pyramid	4 vertices	8 ed			Triangular Pyramid
Cylinder	12 edges			ices	Cylinder
Triangular Pyramid	6 fa		2 faces		Rectangular Pyramid
Triangular Prism		ces	9 edges		Cone
		6 edges	6 vertices		Triangular Prism
	ular	Cylinder	Sphere	Triangular Pyramid	Rectangular Prism

3D Shapes Bump Ga

START

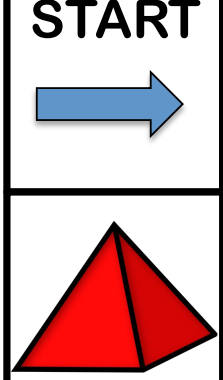
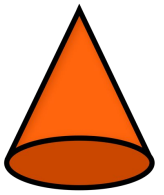
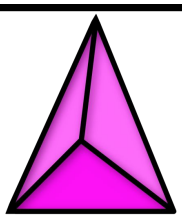
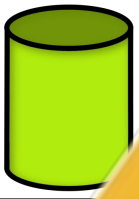
Cylinder

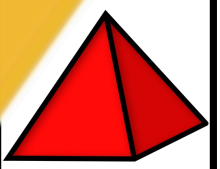
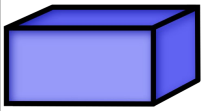
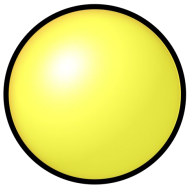
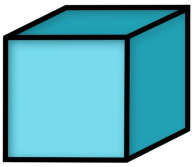
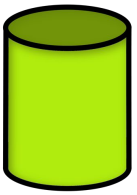
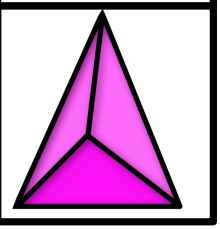
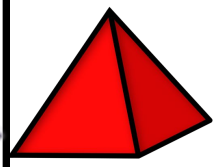
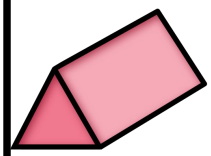
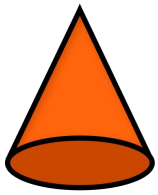
Tria

C

Sphere

Cone

3D Shapes Bump Ga

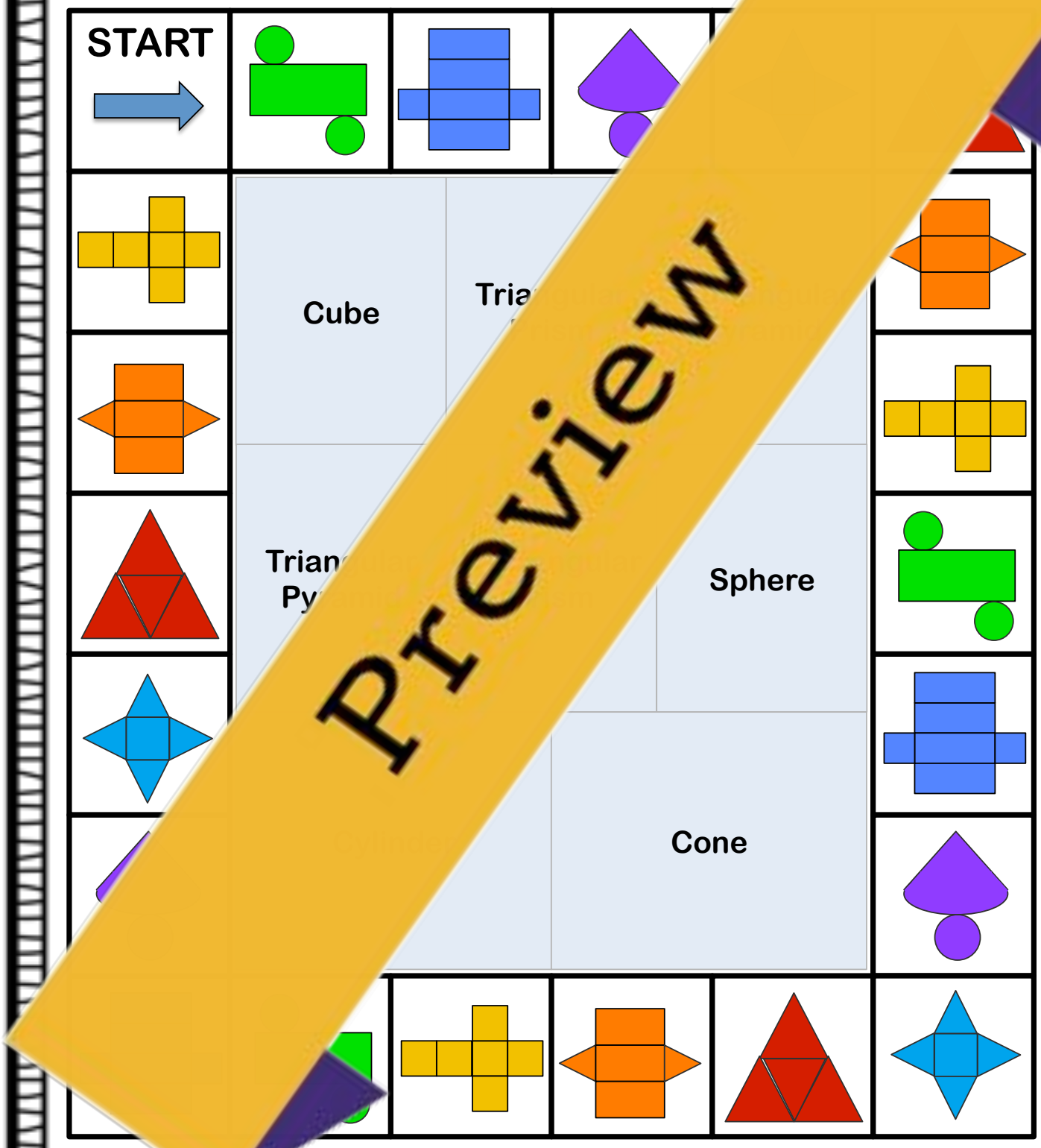
START

Triangular Prism

Cone

Triangular Pyramid

3D Shapes Bump Ga



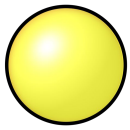
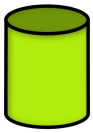
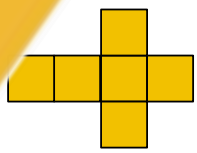
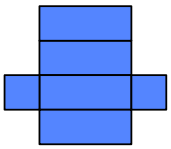
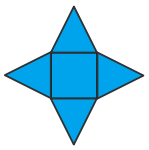
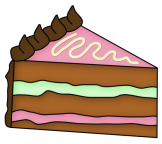
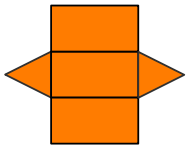
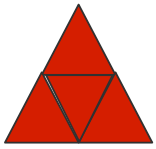
3D Shapes Bump Ga

START →	I have 5 faces, 8 edges, and 5 vertices.	I have 2 faces, no edges, and no vertices.	I have no faces, no edges, a… no verti…		…es.
I have 6 not always equal faces, 12 edges, and 8 vertices.	Rectangular Pyramid	Co…			I have 4 faces, 6 edges, and 4 vertices.
I have 4 faces, 6 edges, and 4 vertices.	Triangular Pyramid			…ular …sm	I have 6 not always equal faces, 12 edges, and 8 vertices.
I have no faces, no edges, and no vertices.	Cu…			Cone	I have 5 faces, 9 edges, and 6 vertices.
I have 2 faces, no edges, and no vertice…			…gular …ism	Cylinder	I have 5 faces, 8 edges, and 5 vertices.
I h… f… e…			Triangular Pyramid	Cube	I have 2 faces, no edges, and no vertices.
I have … …ot …qual …12 …	I have 4 faces, 6 edges, and 4 vertices.	I have 6 equal faces, 12 edges, and 8 vertices.	I have 1 face, no edges, and no vertices.	I have no faces, no edges, and no vertices.	

3D Shapes Bump Gar

START →	0 faces	6 edges	4 vertices	
5 vertices	Sphere	Co		8 vertices
8 vertices	Triangular Pyramid		ular sm	1 face
9 edges	Cu		Cone	0 edges
1 face		gular ism	Cylinder	5 vertices
		Triangular Pyramid	Cube	6 faces
	es	4 faces	0 vertices	2 faces	8 edges

Three Dimensional S
Answer Key

Name	What It Looks Like	Real World Image		
Sphere				aces, , and ices.
Cone				ave 1 face, no edges, and no vertices.
Cylinder				I have 2 faces, no edges, and no vertices.
Cube				I have 6 equal faces, 12 edges, and 8 vertices.
Rectangular Prism				I have 6 not always equal faces, 12 edges, and 8 vertices.
Rectangular Pyramid				I have 5 faces, 8 edges, and 5 vertices
				I have 5 faces, 9 edges, and 6 vertices.
				I have 4 faces, 6 edges, and 4 vertices.