

Dragon Bump - Adding 9

 11	 15	 14	 13
 14	 10	 15	 12
 13	 12	 10	 11
Instruction: Take turns with a partner. Roll the die. Add 9 to the number you roll. Put a cube on the number. If another player's cube is on that number, "bump" it off. If your cube is on that number, stack a second cube on top to "freeze" that spot. The player to use all of their cubes first wins!			Materials: • One 6 sided die • 10 cubes of one color • 10 cubes of another color

Dragon Bump - Adding 9

 14	 11	 12	 9
 11	 14	 17	 15
 16	 13	 10	 18

Instruction:

Take turns with a partner. Roll the die. Add 9 to the number you roll. Put a cube on the number. If another player's cube is on that number, "bump" it off. If your cube is on that number, stack a second cube on top to "freeze" that spot. The player to use all of their cubes first wins!

Materials:

- **One 9 sided die**
- 10 cubes of one color
- 10 cubes of another color

Dragon Bump - Adding 8

 11	 9	 14	 13
 14	 10	 9	 12
 13	 12	 10	 11
Instruction: Take turns with a partner. Roll the die. Add 8 to the number you roll. Put a cube on the number. If another player's cube is on that number, "bump" it off. If your cube is on that number, stack a second cube on top to "freeze" that spot. The player to use all of their cubes first wins!			Materials: • One 6 sided die • 10 cubes of one color • 10 cubes of another color

Dragon Bump - Adding 8

 14	 11	 12	 8
 11	 14	 17	 15
 16	 13	 10	 9

Instruction:

Take turns with a partner. Roll the die. Add 8 to the number you roll. Put a cube on the number. If another player's cube is on that number, "bump" it off. If your cube is on that number, stack a second cube on top to "freeze" that spot. The player to use all of their cubes first wins!

Materials:

- **One 9 sided die**
- 10 cubes of one color
- 10 cubes of another color