

Dragon Bump - Adding 0.9

 1.1	 1.5	 1.4	 1.3
 1.4	 1.0	 1.5	 1.2
 1.3	 1.2	 1.0	 1.1
Instruction: Take turns with a partner. Roll the die. Add 0.9 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 0.9

 1.4	 1.1	 1.2	 0.9
 1.1	 1.4	 1.7	 1.5
 1.6	 1.3	 1.0	 1.8

Instruction:

Take turns with a partner. Roll the die. Add 0.9 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 10 sided die**
- 10 cubes of one color
- 10 cubes of another color

Dragon Bump - Adding 0.8

 1.1	 0.9	 1.4	 1.3
 1.4	 1.0	 0.9	 1.2
 1.3	 1.2	 1.0	 1.1
Instruction: Take turns with a partner. Roll the die. Add 0.8 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 0.8

 1.4	 1.1	 1.2	 0.8
 1.1	 1.4	 1.7	 1.5
 1.6	 1.3	 1.0	 0.9

Instruction:

Take turns with a partner. Roll the die. Add 0.8 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 10 sided die**
- 10 cubes of one color
- 10 cubes of another color