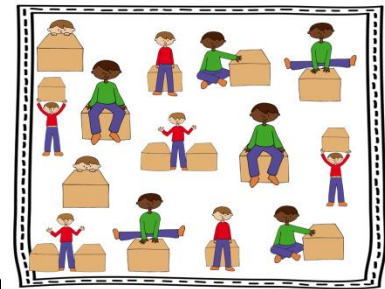
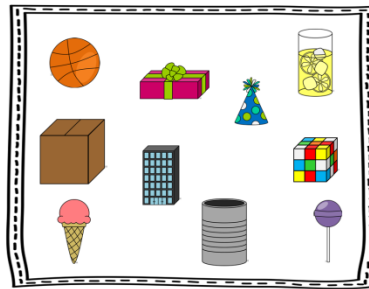
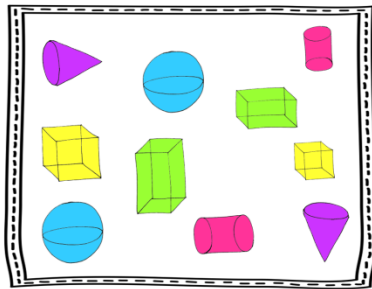
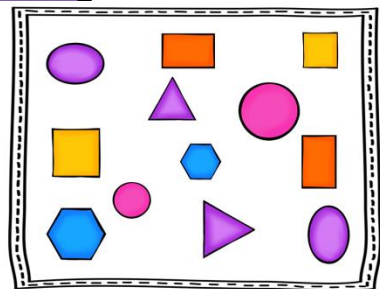
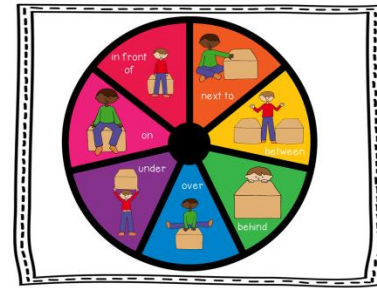
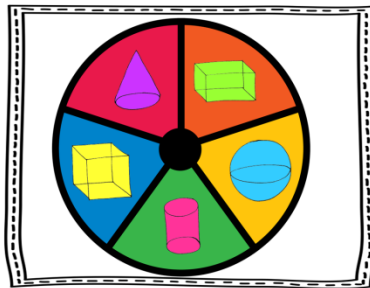
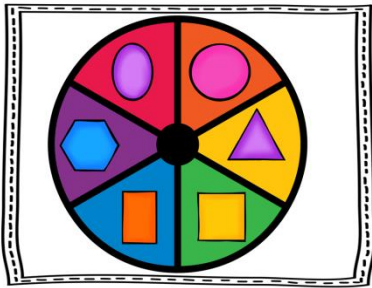


Shape Bump

Positional Word Bump

K.G.1. Describe objects in the environment using names of shapes, and describe the relative positions of these objects using terms such as *above*, *below*, *beside*, *in front of*, *behind*, and *next to*.

K.G.2. Correctly name shapes regardless of their orientations or overall size.



Shape Bump

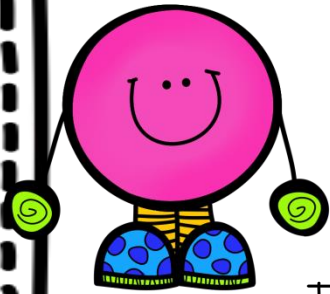
K.G.1. Describe objects in the environment using names of shapes, and describe the relative positions of these objects using terms such as *above*, *below*, *beside*, *in front of*, *behind*, and *next to*.

K.G.2. Correctly name shapes regardless of their orientations or overall size.

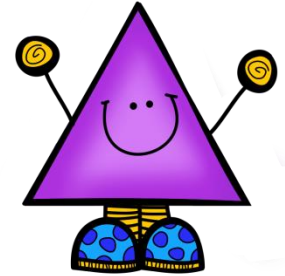
This is a two player game. Each pair needs one game board and one spinner. Obtain a paper clip and a pencil to create a homemade spinner. Each person in the pair needs at least 10 of ONE color of linking cube. Each person in the pair should have a different color.

You have 3 choices:

- Use the 2D shape spinner and board
- Use the 3D shape spinner and 3D shape board
- Use the 3D shape spinner and 3D objects in environment board

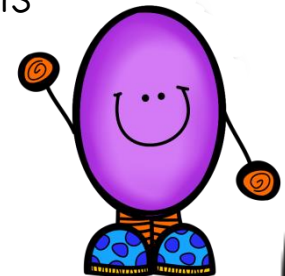
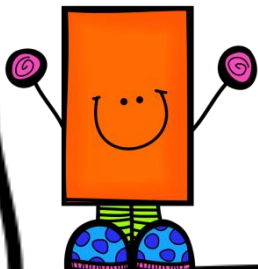


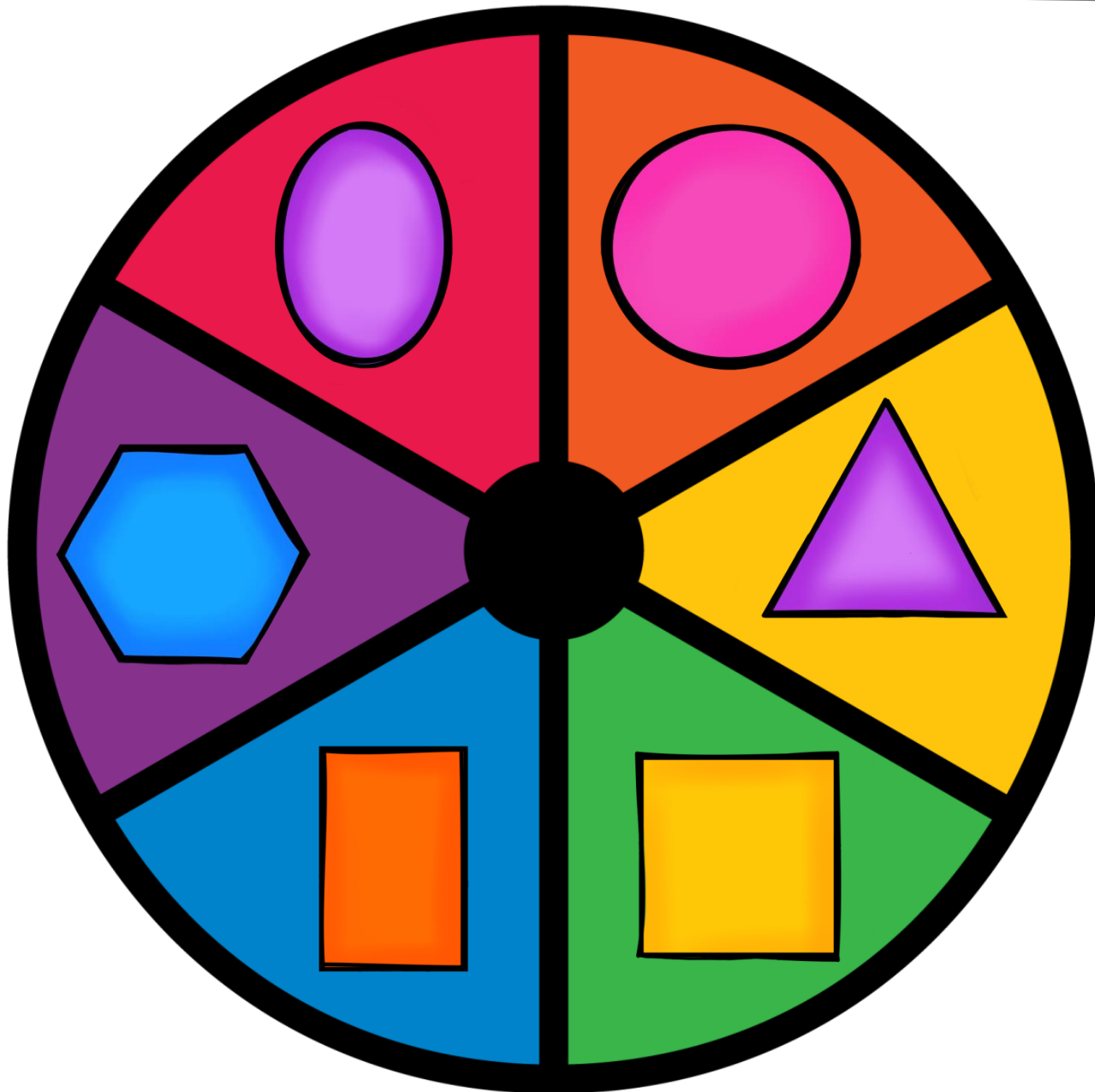
Shape Bump

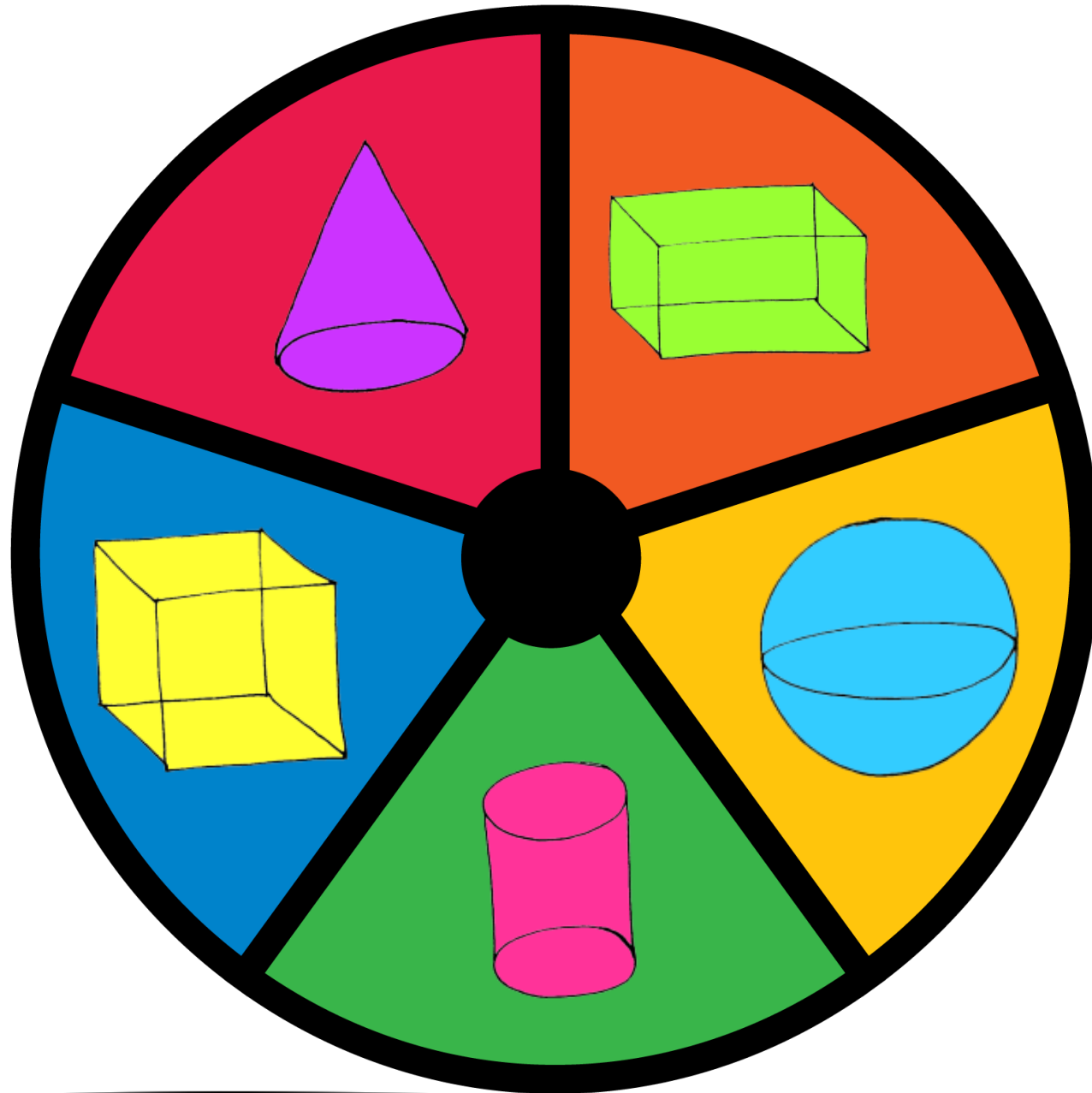


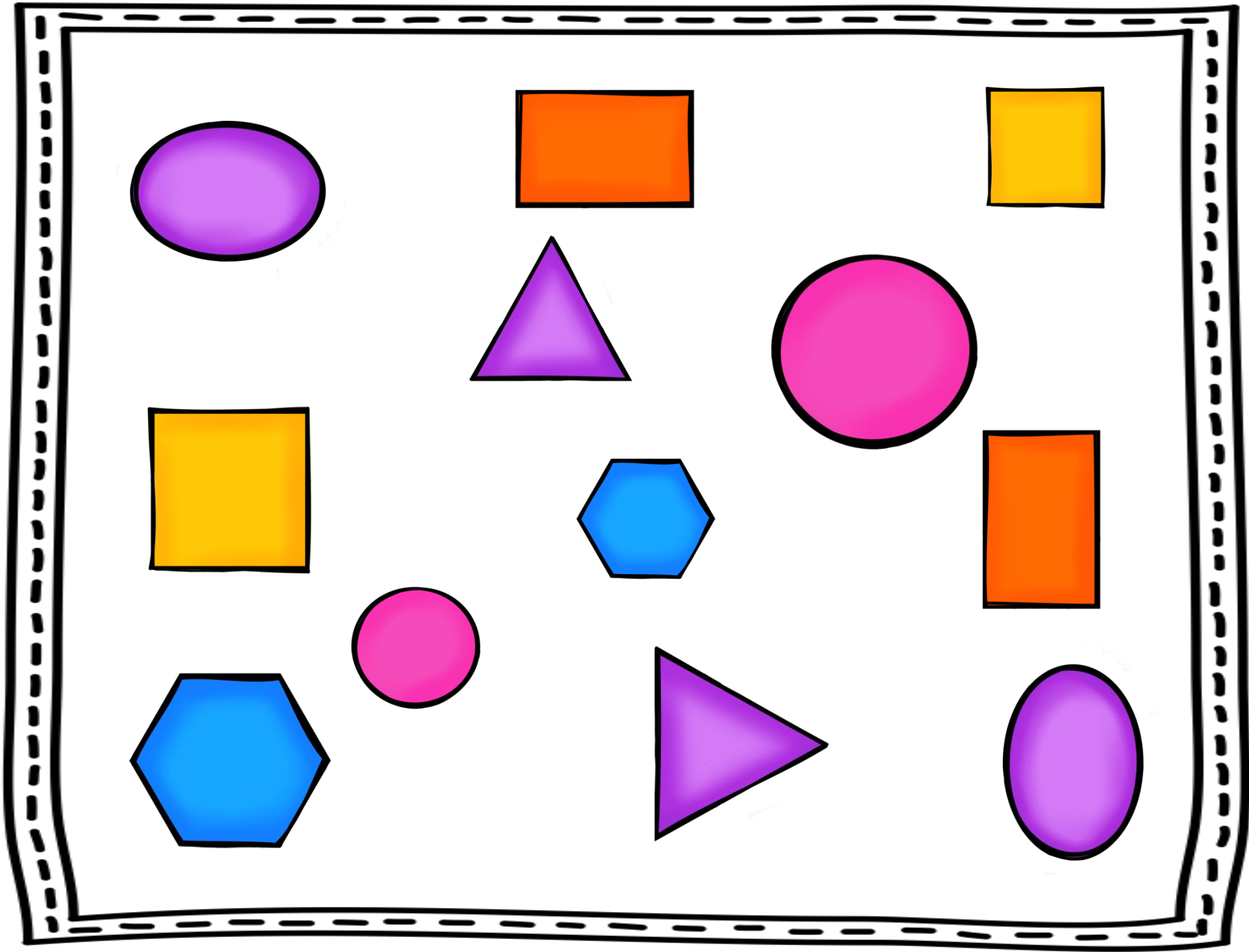
To play the game:

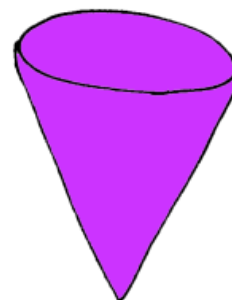
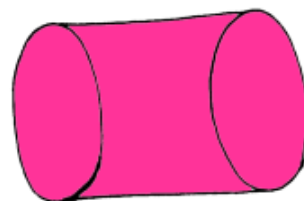
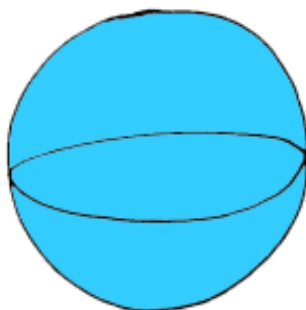
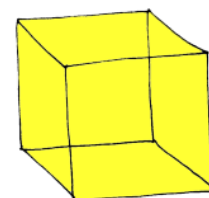
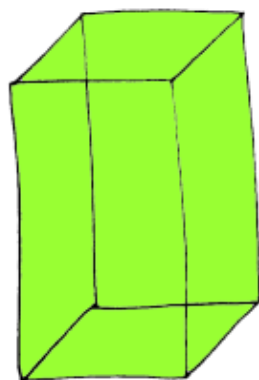
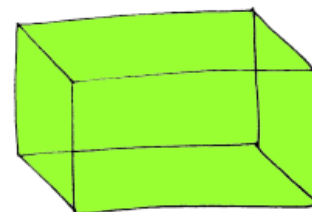
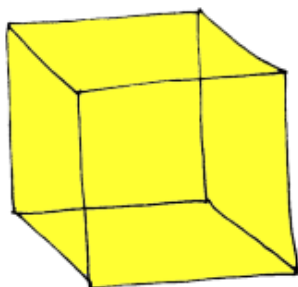
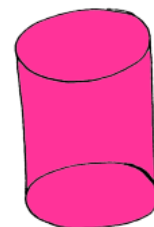
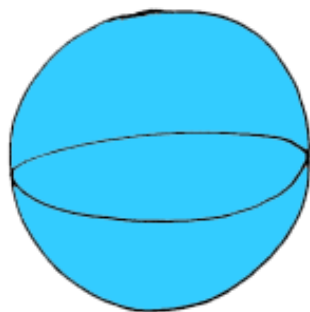
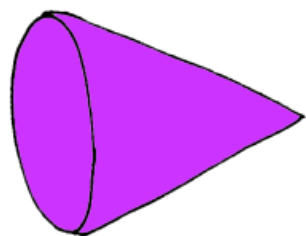
- Person 1 spins the spinner and tells what shape he has spun. Then he covers that shape on the board.
- Player 2 spins the spinner and tells what shape she has spun. Then she covers that shape on the game board.
 - If a player spins a shape that his opponent has already covered, he can bump that player's cube from the shape.
 - If a player spins a shape that he has already covered he can add a second linking cube- this means that his opponent cannot bump him from that space.
- Play continues until time is up or until one person is completely bumped from the board.

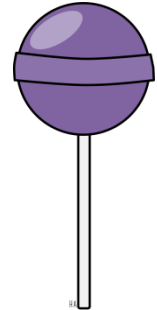
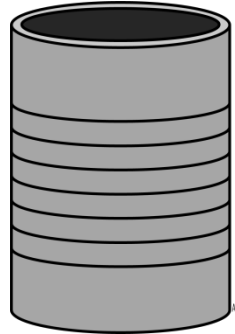
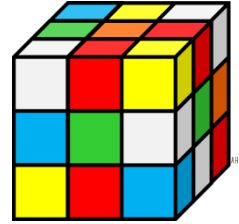
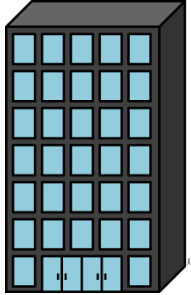
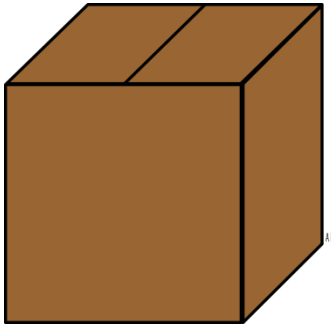
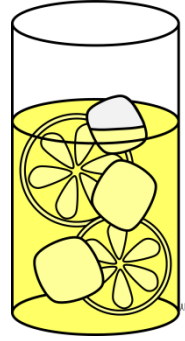
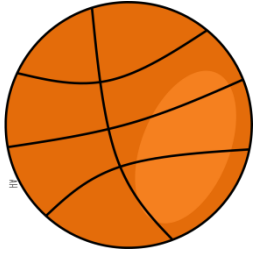












Positional Word Bump

K.G.1. Describe objects in the environment using names of shapes, and describe the relative positions of these objects using terms such as *above*, *below*, *beside*, *in front of*, *behind*, and *next to*.

This is a two player game. Each pair needs one game board and one spinner. Obtain a paper clip and a pencil to create a homemade spinner. Each person in the pair needs at least 10 of ONE color of linking cube. Each person in the pair should have a different color.

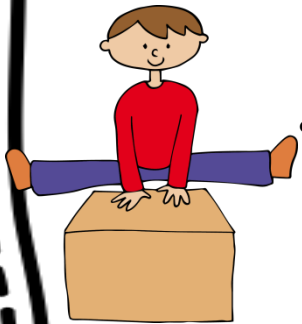


Position Word Bump



To play the game:

- Person 1 spins the spinner and tells what position word he has spun. Then he covers that picture on the board.
- Player 2 spins the spinner and tells what position word she has spun. Then she covers that picture on the game board.
 - If a player spins a position word that his opponent has already covered, he can bump that player's cube from the picture.
 - If a player spins a position word that he has already covered he can add a second linking cube- this means that his opponent cannot bump him from that space.
- Play continues until time is up or until one person is completely bumped from the board.



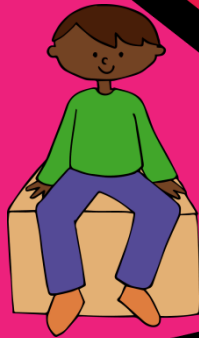
in front of



next to



between

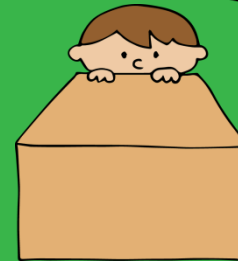


on

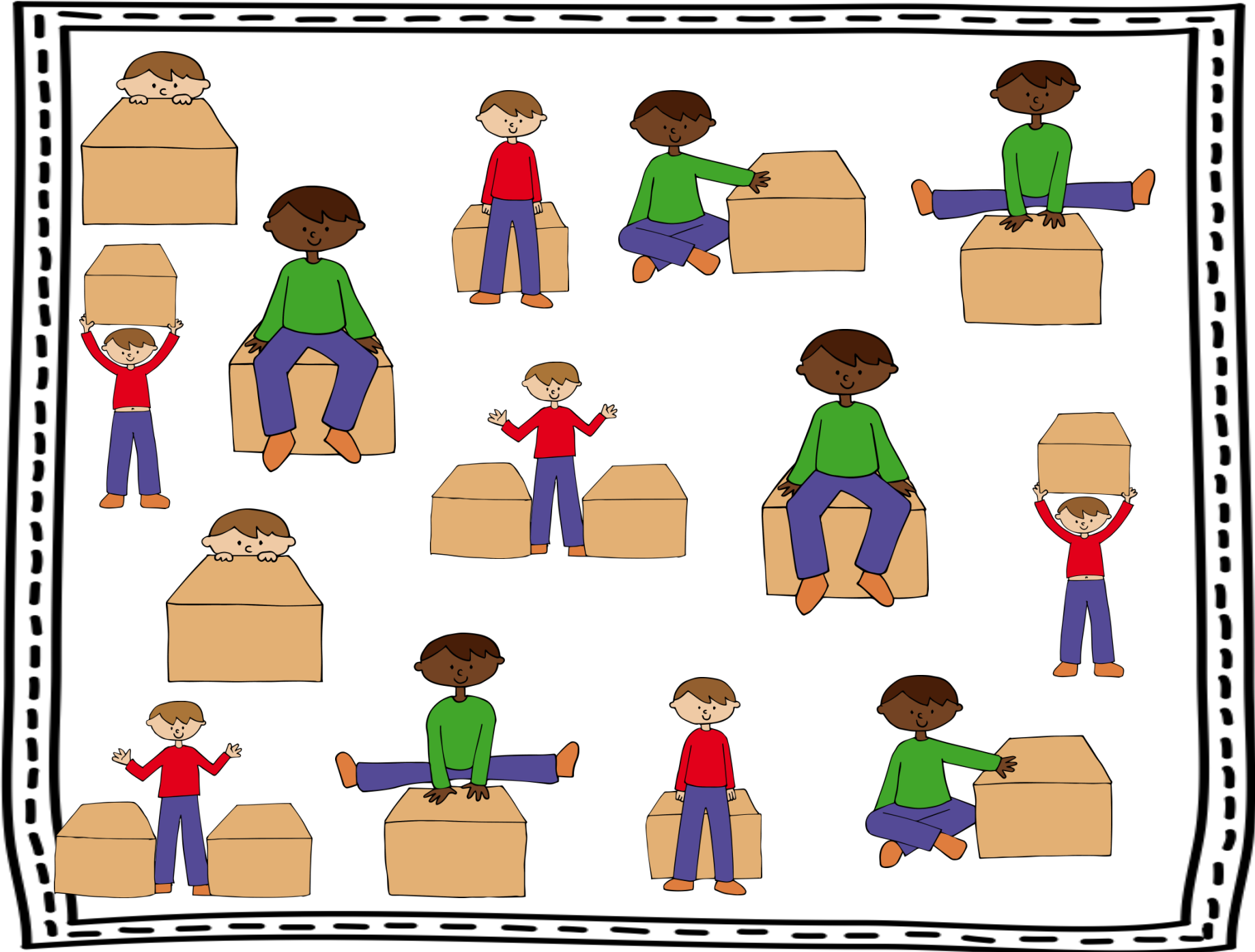


under

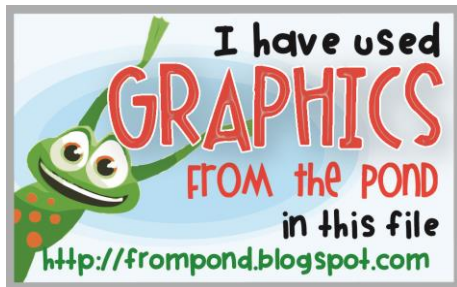
over



behind



Credits



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