Directions:

Have students play in groups of 2 or 3. Each group needs two dice and each player needs a blank grid that is 15 units by 15 units.

On each player’s turn she rolls two dice. The numbers of the dice become the height and width of a rectangle that she will draw onto her grid paper. If a player rolls a 2 and a 5, she decides if the rectangle she draws on the grid will be 2 x 5 or 5 x 2. After the rectangle is drawn, the player writes the factors she used inside the rectangle on the grid.

Each player stops playing as soon as she can no longer draw a rectangle that matches the dice rolled. Rectangles must not overlap and cannot be broken up into smaller rectangles.

The winner of the game is the person who ends up with the fewest unused unit spaces.
Division BUMP

2 Player Division Game

Materials:
- 1 Division BUMP Game Board (choose from ÷2, ÷3, ÷4, ÷5, ÷6, ÷7, ÷8, ÷9, ÷10)
- 10 chips or clear counters of one color for each player (Example: 10 red & 10 yellow)

Die/Dice – Choose ONE option:
- 1 ten-sided die (use for facts 1-10). Use ONLY the bold circles on the game board for play.
- 2 six-sided dice (use for facts 1-12). Use all circles on the game board for play.

Rules:

Objective: The first player to get rid of all 10 counters wins!

Basic Rules:
- Roll dice. Place a clear counter on the expression with the matching quotient.
- If the number is already covered by another player’s counter, BUMP it!
- If the number is already covered by YOUR counter, put an additional counter on top to “crown” it and that number becomes closed and un-bump-able!
- If a player rolls doubles he gets to roll again.
- If all possible circles (expressions) are closed, the player loses a turn.

Variations:
- Level 1: Put your counter on the circle containing the expression that matches the quotient on your dice.
- Level 2: Put your counter on the circle containing the expression that matches the quotient, or choose two other expressions that total that quotient and cover each with a counter.
- Level 3: BUMP Unlimited. Put your counter on the circle containing expression that matches the quotient, or determine a combinations of unlimited numbers that total the quotient and cover each with a counter.
BUMP ÷5

Roll Doubles and get another turn!
A **prefix** is added to the beginning, or the front, of a word to change the word and its meaning.

**un-** means **not**  
**re-** means **again**

### Try It

Add the prefix **-un** and **-re** to make the new word. How does the prefix change the meaning?

<table>
<thead>
<tr>
<th>un-</th>
<th>Base Word</th>
<th>re-</th>
<th>Base Word</th>
</tr>
</thead>
<tbody>
<tr>
<td>happy</td>
<td>try</td>
<td>kind</td>
<td>write</td>
</tr>
<tr>
<td>do</td>
<td>examine</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Read It

Boxes and Bullets

Main idea:

- ****

Supporting Details

- ****

- ****

- ****

### Write It

What word is missing? Fill in the blank with one of the words from above.

Are you _______ when it snows outside or does it make you smile?

When my neighbor said mean words, he was being ________.

My handwriting was really messy, so I have to _________ my letter to my grandma so she can read it.
A **prefix** is added to the beginning, or the front, of a word to change the word and its meaning.

- **un** means **not**
- **re** means **again**

**Read It**

Read the story below. Circle the words that start with the prefixes **-un** and **-re**.

Grace loved rereading stories. She wanted to be Peter Pan, but unfortunately her class didn’t think she could play the part.

Nana reminded Grace that she can be anything she wants to be. Grace restarted her practice for the play.

**Write It**

Fill in the blank with the missing word.

<table>
<thead>
<tr>
<th>unfortunate</th>
<th>ungrateful</th>
</tr>
</thead>
<tbody>
<tr>
<td>reread</td>
<td>remind</td>
</tr>
<tr>
<td>restart</td>
<td></td>
</tr>
</tbody>
</table>

**Words To Know**

- **character** - the person in the story
- **action** - is something you do

**Think About It**

Who are the characters in the story above?

________________________

________________________

What are the character’s actions?

________________________

________________________