**Graphs of Polynomials Bump**

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| **2** | **Graph with exactly 1 double root** |  | **Materials**: Two die and eight counters per player. Each player uses a different color. |
| **3** | **Graph with all real roots** |  |
| **4** | **Graph with all complex roots** |  |
| **5** | **Graph with two double roots** |  | **To play**: * On your turn, roll two die and add.
* Read aloud the clue that matches the number you rolled.
* Use a marker to cover a graph that matches the clue.
* If your partner has already covered the graph, say, “Sorry bump!”
* Your partner will remove his counter, and you will claim the graph.
* You can lock a graph if you roll two clues that describe the shape and stack two counters on that shape. Try to be the first to use all of your counters.
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| **6** | **Graph with a positive leading coefficient** |  |
| **7** | **Graph with a negative leading coefficient** |  |
| **8** | **Graph with an absolute minimum** |  |
| **9** | **Graph with an absolute maximum** |  |
| **10** | **A cubic graph** |  |
| **11** | **A quartic graph** |  |
| **12** | **A quintic graph** |  |

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