

Quadrilateral Bump

2	Any quadrilateral
3	Any trapezoid
4	Any parallelogram
5	Any rhombus
6	Any square
7	Any rectangle
8	Any kite
9	Isosceles trapezoid
10	Parallelogram that is not equiangular
11	A rhombus that is not a square
12	A rhombus that is a rectangle

Materials: A pair of dice and eight counters per player. Each player uses a different color.

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.
- Be ready to justify your answer to your partner.

			
			
			