

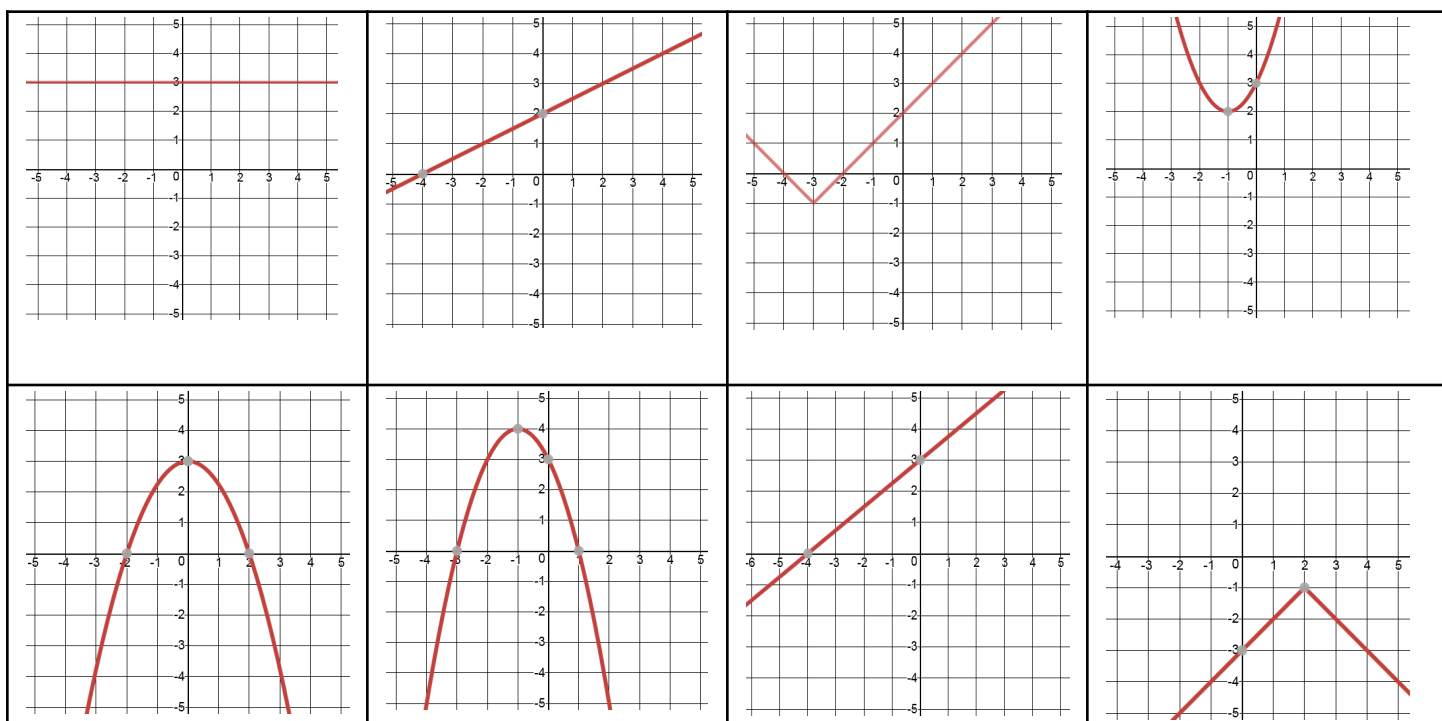
Key Features of Functions Bump

2	A function with an x-intercept of -4
3	A function with a y-intercept of 3
4	A function with no x-intercept
5	A function with a maximum value
6	A function with a minimum value
7	A function that is always increasing
8	A function that is always negative
9	A function with 2 x-intercepts
10	A function with an x-intercept that is 2 less than its y-intercept
11	A function with a constant rate of change
12	A function with a varying rate of change

Materials: Two die 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.



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