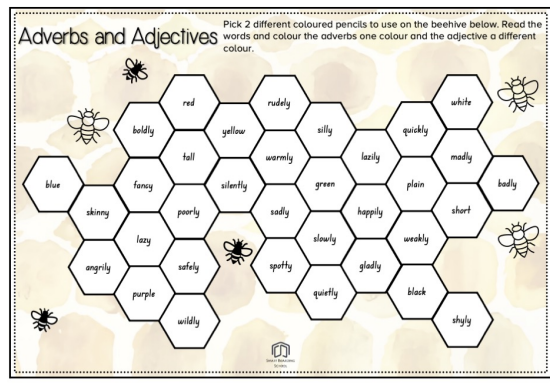


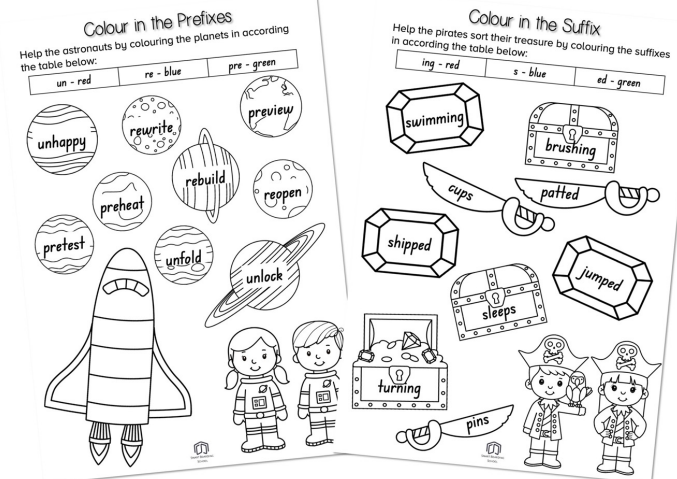
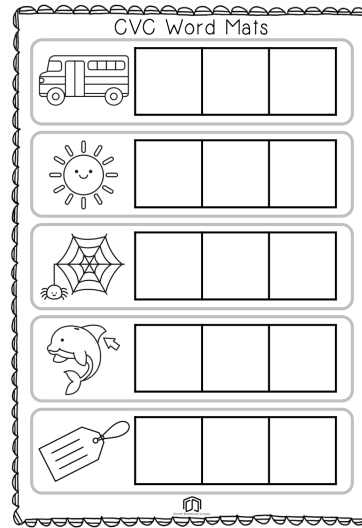
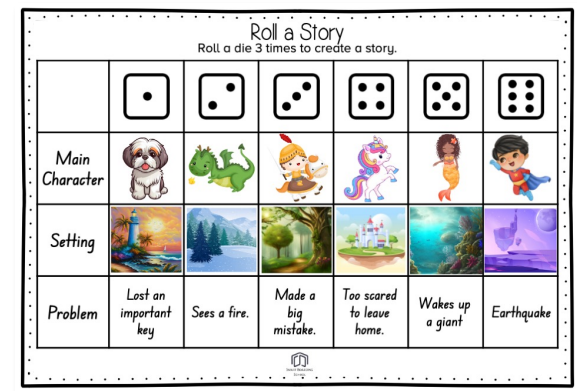
**Printing Tip:** Print pages 3 and 4 back-to-back so the rules of the game are printed on the back and can be easily referred to if needed.

# Loving this free resource?

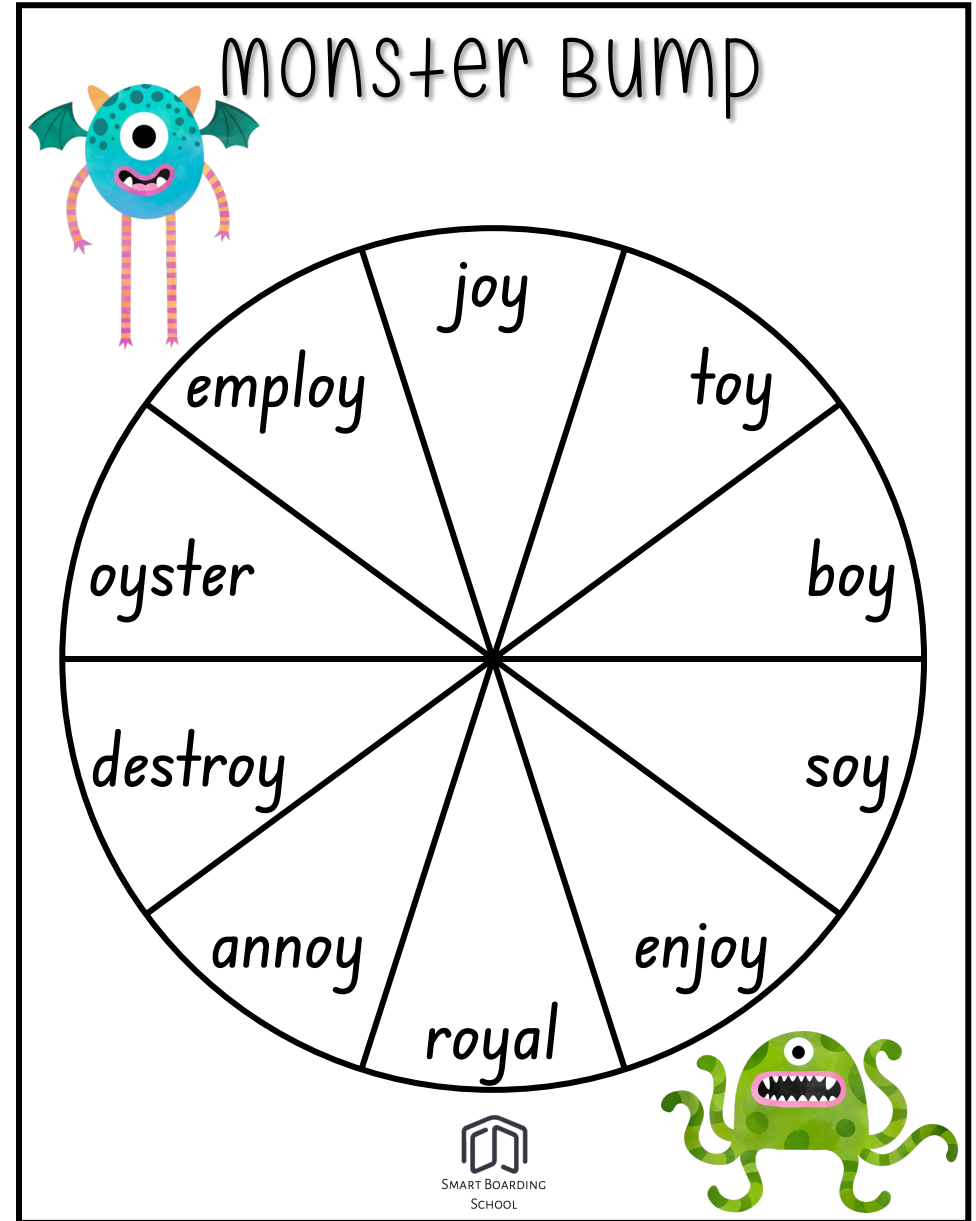
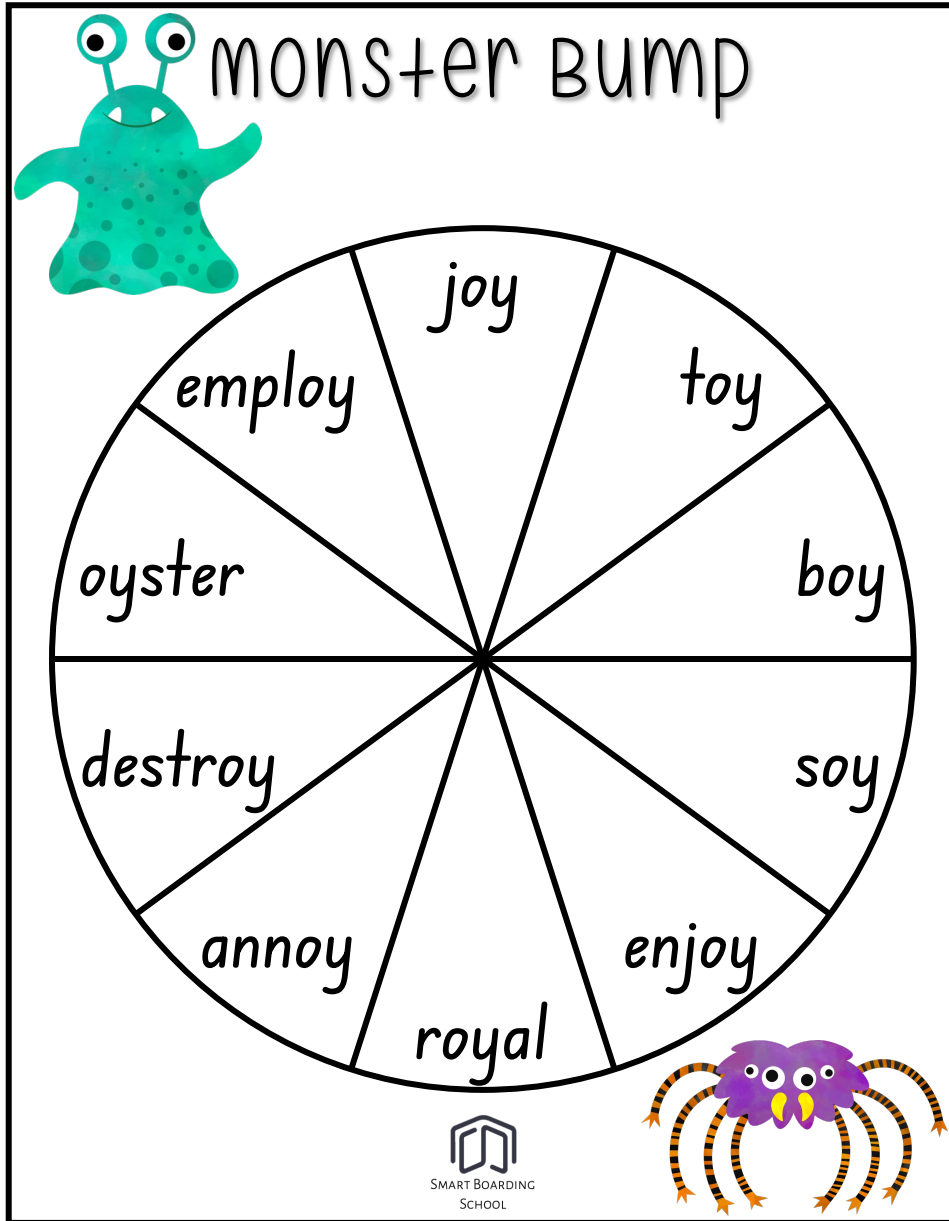
Why not check out some of the other free resources at Smart Boarding School? Everything is free to access and use.



| F                                      | A                                         | N                                                     | B                                     | O                                         | Y                                           | S                                       |
|----------------------------------------|-------------------------------------------|-------------------------------------------------------|---------------------------------------|-------------------------------------------|---------------------------------------------|-----------------------------------------|
| <b>FOR</b>                             | <b>AND</b>                                | <b>NOR</b>                                            | <b>BUT</b>                            | <b>OR</b>                                 | <b>YET</b>                                  | <b>SO</b>                               |
| Explains and gives a reason.           | Used to add and connect ideas together.   | Gives an alternative or negative idea.                | Compares and opposite idea.           | Gives a choice or an alternative.         | A contrasting idea.                         | A consequence or solution.              |
| He ran fast, for he was late to class. | We went to the park, and we had a picnic. | She hasn't seen the movie, nor has she read the book. | She is small, but she is very strong. | He will read a book, or he will watch TV. | He was tired, yet he kept playing the game. | She was hungry, so she made a sandwich. |



Print out this page on thick cardstock, cut out and laminate. Use a pencil and a paperclip or a spinning arrow to make a spinner.



# MONSTER Bump

## How do you play?

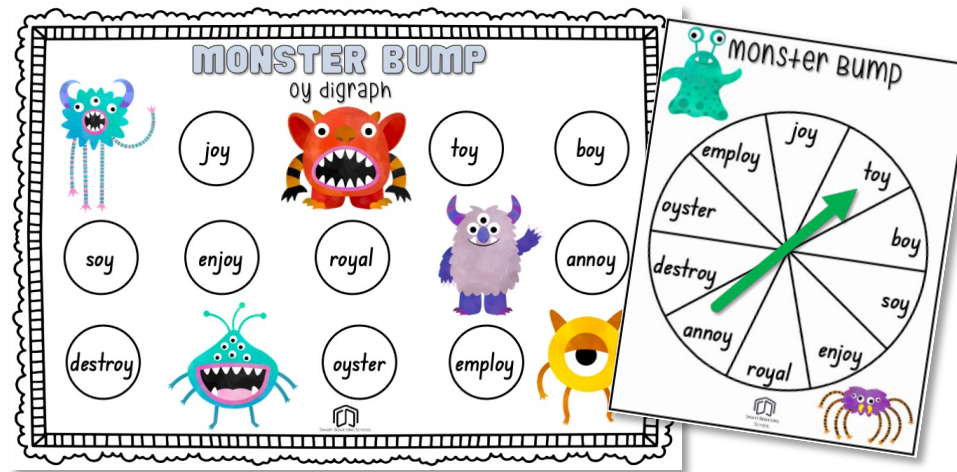
Each player gets 6 counters, all the same colour. If 1 player has picked blue counters the other player(s) must choose a different colour.

Players take turns spinning the wheel (page 2) and reading the given word. Players cover up the matching word with one of the coloured counters on their turn.

If a player gets a word that has already been covered by their opponent, they can “bump” that player’s counter off that spot and put their own counter there.

If a player lands on a word they have already covered, they put a second counter on top. That spot is now frozen and cannot be bumped off by any other player.

The first player to use all of their 6 counters is the winner of the game.



# MONSTER BUMP

oy digraph



joy



toy

boy

soy

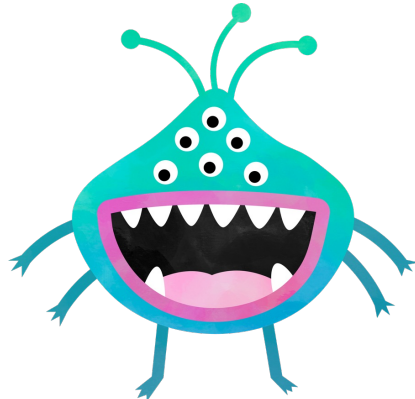
enjoy

royal



annoy

destroy



oyster

employ

