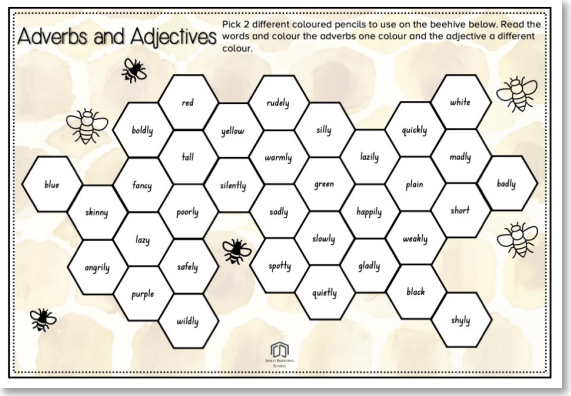
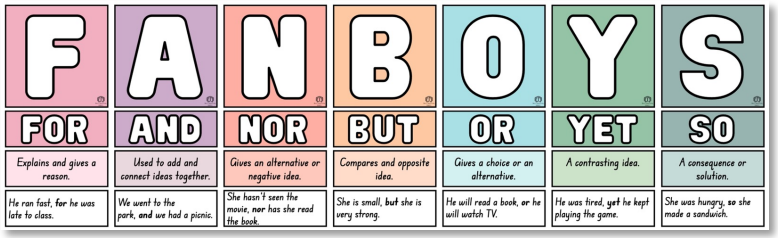
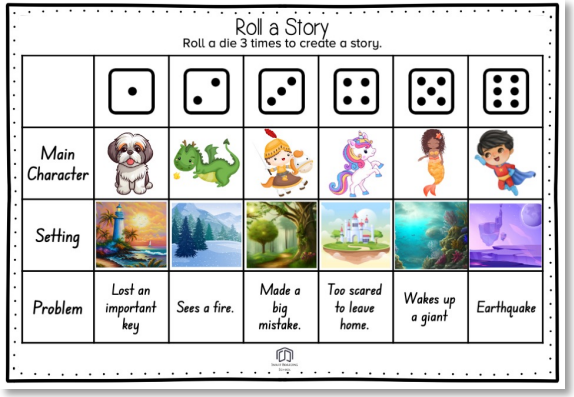
Printing Tip: Print pages 3 and 4 back-to-back so the rules of the game are printed on the back and can be easily referred to if needed.

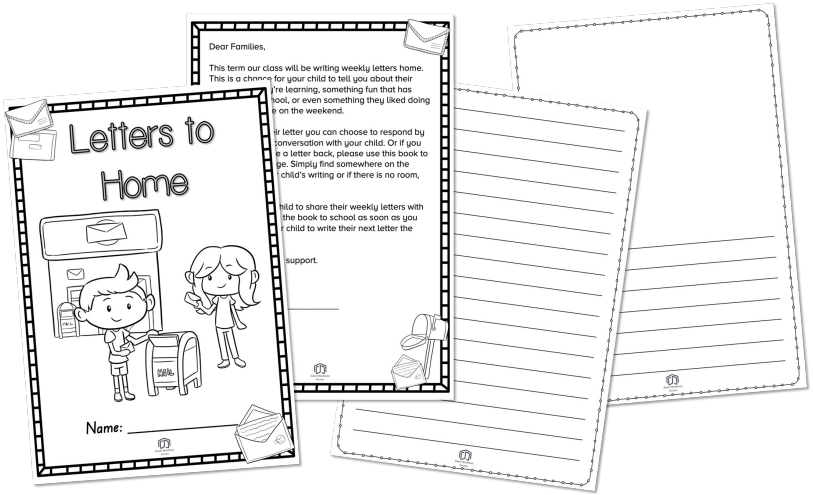
Loving this free resource?

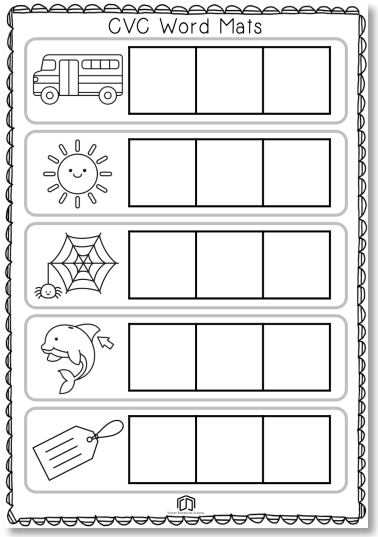
Why not check out some of the other free resources at Smart Boarding School? Everything is free to access and use.

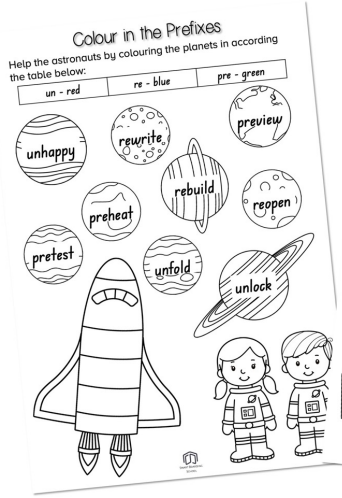


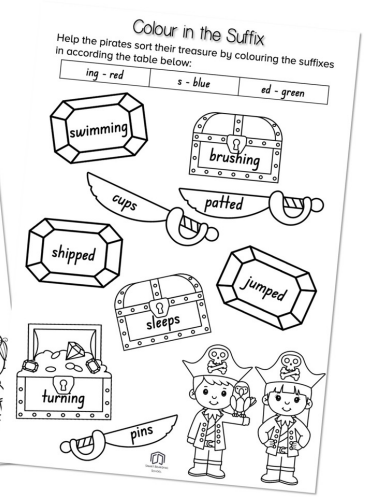












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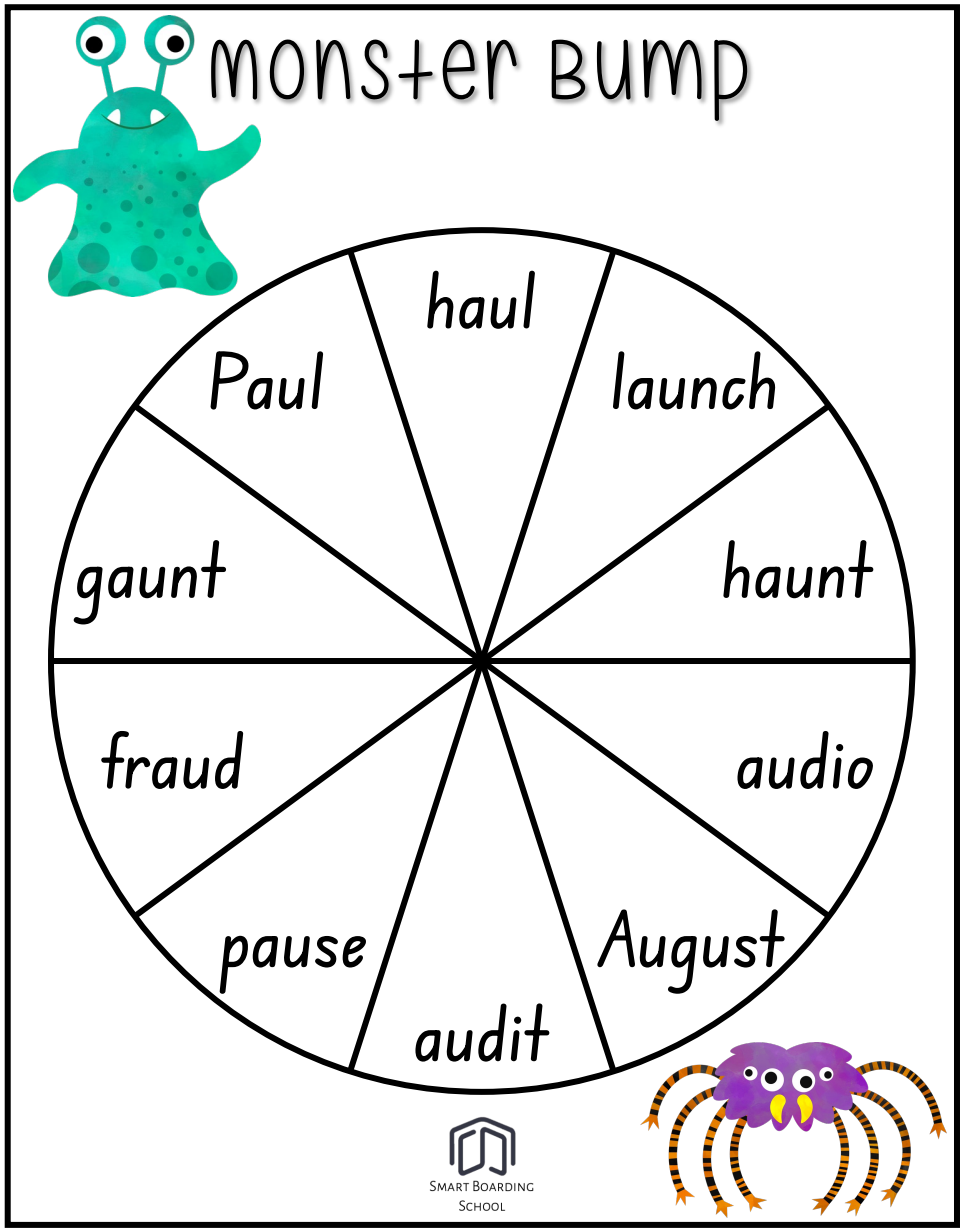
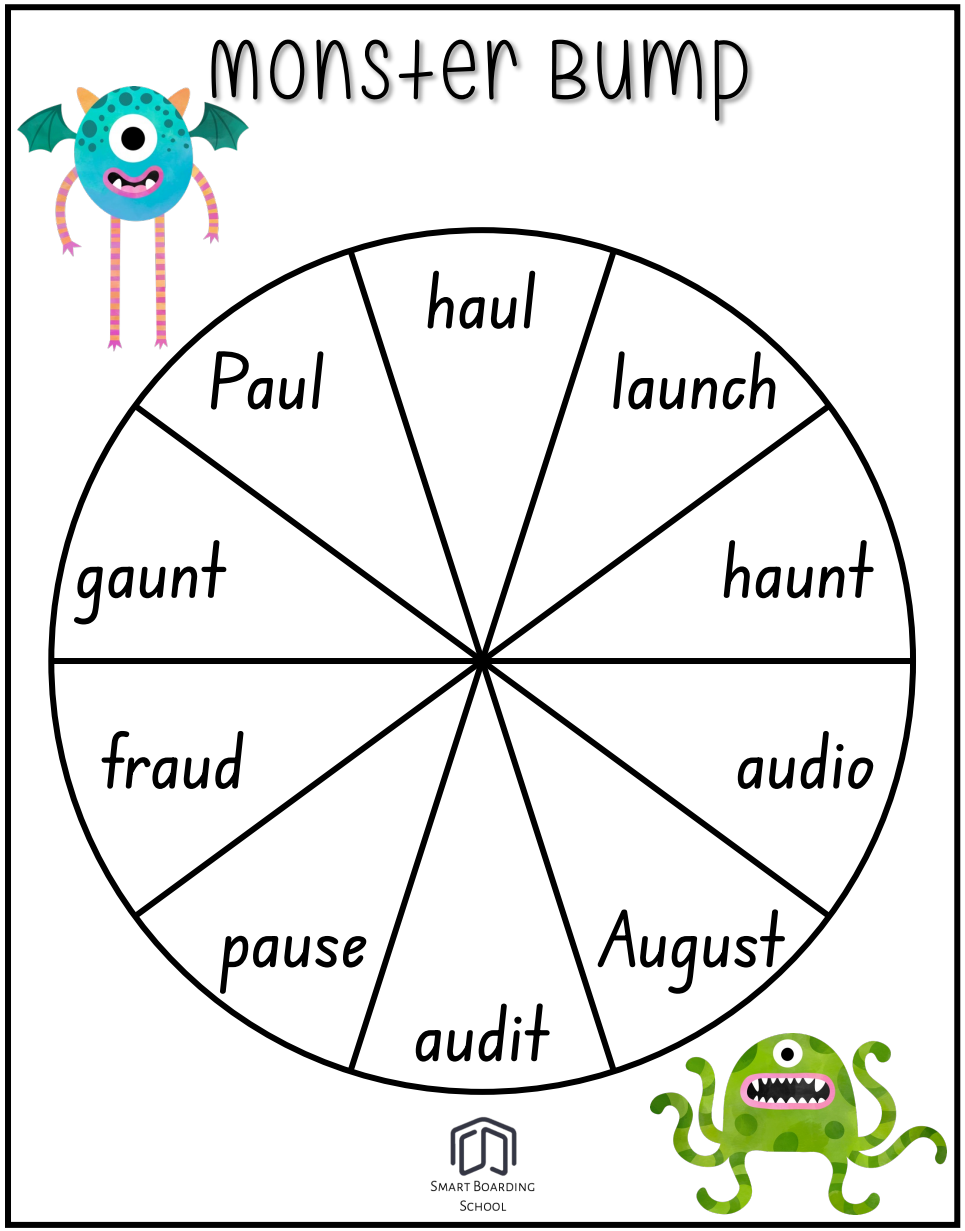
Print out this page on thick cardstock, cut out and laminate. Use a pencil and a paperclip or a spinning arrow to make a spinner.





monster bump

How do you play?

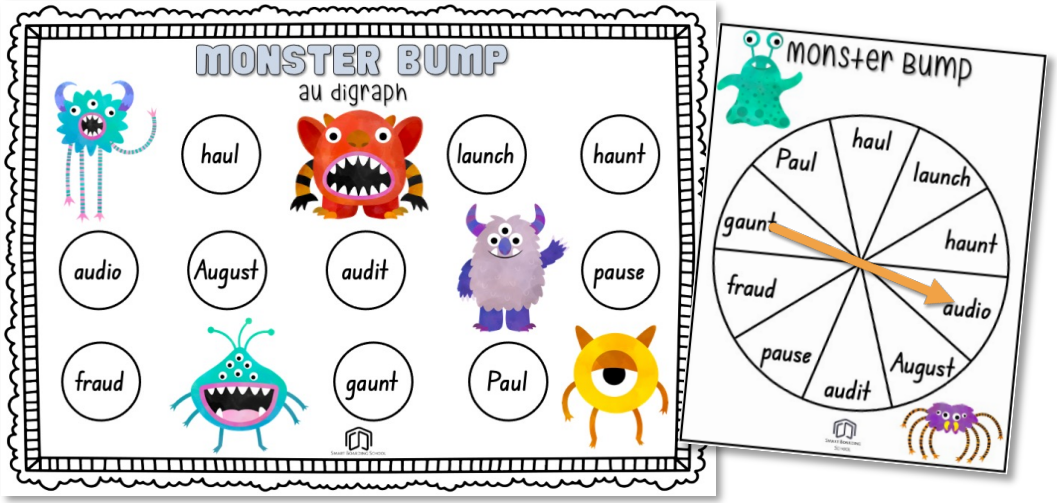
Each player gets 6 counters, all the same colour. If 1 player has picked blue counters the other player(s) must choose a different colour.

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 of by any other player.

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



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MONSTER BUMP

au digraph

haul

launch

haunt

audio

August

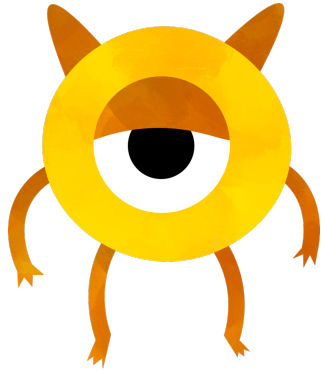
audit

pause

fraud

gaunt

Paul



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