Bump Instructions

Materials
• game board
• two dice
• cubes such as Legos ~ Provide each player with an equal preset number of cubes (6 to 10) depending on the amount of time you have to play the game. Each player needs a different color.

Instructions for playing
☐ Roll a die to determine which player goes first.
☐ On a turn, roll two dice.
☐ Read the sentence that corresponds with the number rolled.
☐ Place a cube over the correct answer in the bottom boxes.
☐ If another player’s cube is on that answer, BUMP it off.
☐ The player takes back the cube and may use it again.
☐ If your cube is on that answer, link the cubes together and that spot is frozen. This means no other player can bump you.
☐ If you roll an answer that is not available, this is the end of your turn.
☐ The winner is the player who uses all his/her cubes first.
Bump
Link to Digital Game

Get the digital version.
2. The Giant is running fast, she told herself, because he is hungry and he wants to go home as quickly as possible, and then he’ll have me for breakfast.

3. The BFG is the main character in the story. He is the “good guy” who the reader feels a connection with.

4. The writer’s attitude toward the story is a mix of whimsical fantasy, heartfelt sentiment, and creeping darkness.

5. “What has us got here?” His booming voice rolled around the walls of the cave like a burst of thunder.

6. “Two rights don’t equal a left.” [Two wrongs don't make a right.]

7. whizzpopper lickswishy snozzcumbers frobscottle trogglehumper

8. The orange glow from the night-sky over London crept into the room and cast a glimmer of light on to its walls.

9. Hold your horseflies! (Hold your horses.)

10. I is bitten by a septicus venomsome vindscreen viper!

11. The story is told through a narrator who lets the reader know how Sophie and the BFG are feeling.

12. The Air Marshal's face turned the color of a ripe plum.
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| **foreshadowing of seeing the human-eating giants** | 2. The Giant is running fast, she told herself, because he is hungry and he wants to go home as quickly as possible, and then he’ll have me for breakfast. |
| **protagonist** | 3. The BFG is the main character in the story. He is the "good guy" who the reader feels a connection with. |
| **tone** | 4. The writer’s attitude toward the story is a mix of whimsical fantasy, heartfelt sentiment, and creeping darkness. |
| **simile** | 5. "What has us got here?" His booming voice rolled around the walls of the cave like a burst of thunder. |
| **proverb** | 6. "Two rights don't equal a left." [Two wrongs don't make a right.] |
| **made up words** | 7. whizzoppy lickswishy snozzcumbers frobscottle trogglehumper |
| **personification** | 8. The orange glow from the night-sky over London crept into the room and cast a glimmer of light on to its walls. |
| **idiom** | 9. Hold your horseflies! (Hold your horses.) |
| **alliteration** | 10. I is bitten by a septicous venomous vindscreen viper! |
| **third person point of view omniscient** | 11. The story is told through a narrator who lets the reader know how Sophie and the BFG are feeling. |
| **metaphor** | 12. The Air Marshal's face turned the color of a ripe plum. |
2. He is the leader of the giants. He is two times taller that the BFG and "...the horriblest of them all."

3. He has supreme command of all the palace servants. This man is extremely gifted and is able to build a giant-sized table and chair for the BFG out of pieces of furniture in the palace.

4. She is the cruel director of the orphanage.

5. This giant goes inside the BFG's cave when he is not home. The BFG convinces him to eat a snozzecumber which he finds revolting. He prefers eating English school children.

6. This giant is a city lover. He is selective with his meals. He lies on the roofs of houses and grabs people who look appetizing as they walk on the street below him.

7. He is the Queen of England's chief cook. He is able to cook up a breakfast of eggs, bacon, and toast for the BFG.

8. She is a nice orphan who lives in England. She wears big glasses and has blonde hair. She is carried away to Giant Country after she sees the BFG.

9. This giant pretends to be a big tree growing in the park. He stands at dusk holding great big branches over his head. He is waiting until some happy family comes along for "dinner."

10. This man leads a group of soldiers on a capture mission to Giant Country. He figures out Giant Country is located off the atlas.

11. He is the smallest of all the giants in Giant County. He is the kindest and survives by eating snozzcumbers and frobscottle. His big ears help him capture dreams.

12. She is a powerful lady who helps stop the giants from taking children from their beds.
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<td>He is the leader of the giants. He is two times taller than the BFG and &quot;...the horriblest of them all.&quot;</td>
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<td>Mr. Tibbs</td>
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<td>Sophie</td>
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2. This powerful lady can control the army and navy.
3. This book helps the BFG learn words. "I is reading it hundreds of times," the BFG said. "And I is still reading it and teaching new words to myself and how to write them. It is the most scrumdiddlyumptious story."
4. I've got it! By golly, I think I've got it!
5. This is the time of night when creatures such as witches, ghosts, and such are thought to appear and to be at their most powerful.
6. This is the BFG’s way of surviving without eating humans.
7. The BFG catches dreams using this object and places them into jars.
8. The BFG stores dreams in these. He takes them out and packs them in his suitcase for delivery.
9. The BFG sends out pleasant dreams to boys and girls using this object.
10. This bubbly drink is super delicious even if it causes Whizzpopping.
11. The BFG can hear the sounds of dreams. These objects allow him to know if they are good dreams or nightmares.
12. These are symbols of a happily ever after ending to the story.

Symbols and Objects Bump

- frobscottle
- trumpet
- Nicholas Nickleby by Charles Dickens
- the Queen of England
- big ears
- My Fair Lady phrase
- snozzcumbers
- dream jars
- butterfly net
- The Witching Hour

© Gay Miller
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Do you need additional resources for your BFG unit?

BFG Interactive Notebook & Activity Unit contains graphic organizers for an interactive notebook and game activities covering vocabulary, constructive response writing, and skill practice.

Find it at Teachers pay Teachers.