



FLUENCY GAME SAMPLE



enVision⁺
MATHEMATICS

Each topic features hands-on board games and fluency games to build understanding and reinforce skills throughout the year.

Bounce!

Goal: Players build ordered pairs to claim spaces on the board

Players: 2

Materials:

- **Bounce!** Game Board
- **Bounce!** Number Cards
- Stackable tokens in two colors

Setup:

- Shuffle the Number Cards.
- Deal 5 Number Cards to each player and place the rest face down in a pile.

Play:

- Players take turns.
- Player chooses 2 Number Cards from their hand and forms a coordinate pair that fits one of the equations on the board. If one of the cards is Wild, player chooses a value for it.
- Player claims the space by placing a token on it. The other player checks the work.
- Player discards the chosen cards and draws 2 new cards.
- If a player's equation is the same as another player's equation, the new counter bounces the other token back to its player.
- The next player takes a turn.
- If cards run out, shuffle the discarded cards and continue playing.

Winning:

- The first player to get tokens on 6 spaces wins!

Notes:

- Players may pick any value for a Wild card.
- A single player can play this game. Suggest the player try to find ordered pairs for the equations in a column, row, or major diagonal.

Variations:

You and your students may adjust the rules of this game to create variations. Some examples of variations include:

- Players can "king" a space by playing two tokens on the same equation. Another player cannot bounce the tokens from a kinged space.
- First player to get tokens on 7 spaces wins.

Bounce!

How to Play

Goal: Build ordered pairs to claim spaces on the board.

Players: 2

Set-Up:

- Shuffle the Number Cards and deal 5 Number Cards face down to each player.

Play:

- Choose 2 Number Cards from your hand to form a coordinate pair that fits one of the equations on the board.
- You can choose any value you want for a Wild card.
- Claim the space by placing a token on it. The other player should check your work.
- If your space already has a token on it, your token bounces the other token back to its player.
- Take turns.
- If cards run out, shuffle the discard pile and continue playing.

Winning:

- The first player to get tokens on 6 spaces wins!

Bounce!

Game Board

$y = x$	$y = 5x$	$4y = x$	$y - \frac{1}{3}x = 0$
$y = \frac{2}{3}x$	$y - x = -1$	$y = -2x$	$x + 2 = y$
$y = \frac{1}{10}x + 1$	$y = -\frac{1}{2}x$	$y = -x - 3$	$y = \frac{1}{2}x - 4$
$y = 3x$	$y + x = 3$	$5x = y$	$y + 4 = x$
$-x + 5 = y$	$y = -x$	$y = \frac{2}{5}x - 2$	$y = 8x$

Bounce!

Number Cards—Print 2 times for 1 deck.



Wild	0	0
-1	-2	-3
-4	-5	-6
-7	-8	-9

Bounce!

Number Cards—Print 2 times for 1 deck.



Wild

−10

−11

−12

−13

−14

−15

−16

−18

−20

−25

−50

Bounce!

Number Cards—Print 2 times for 1 deck.



Wild	0	1
1	2	3
4	5	6
7	8	9

Bounce!

Number Cards—Print 2 times for 1 deck.



Wild

10

11

12

13

14

15

16

18

20

25

50