

# 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.

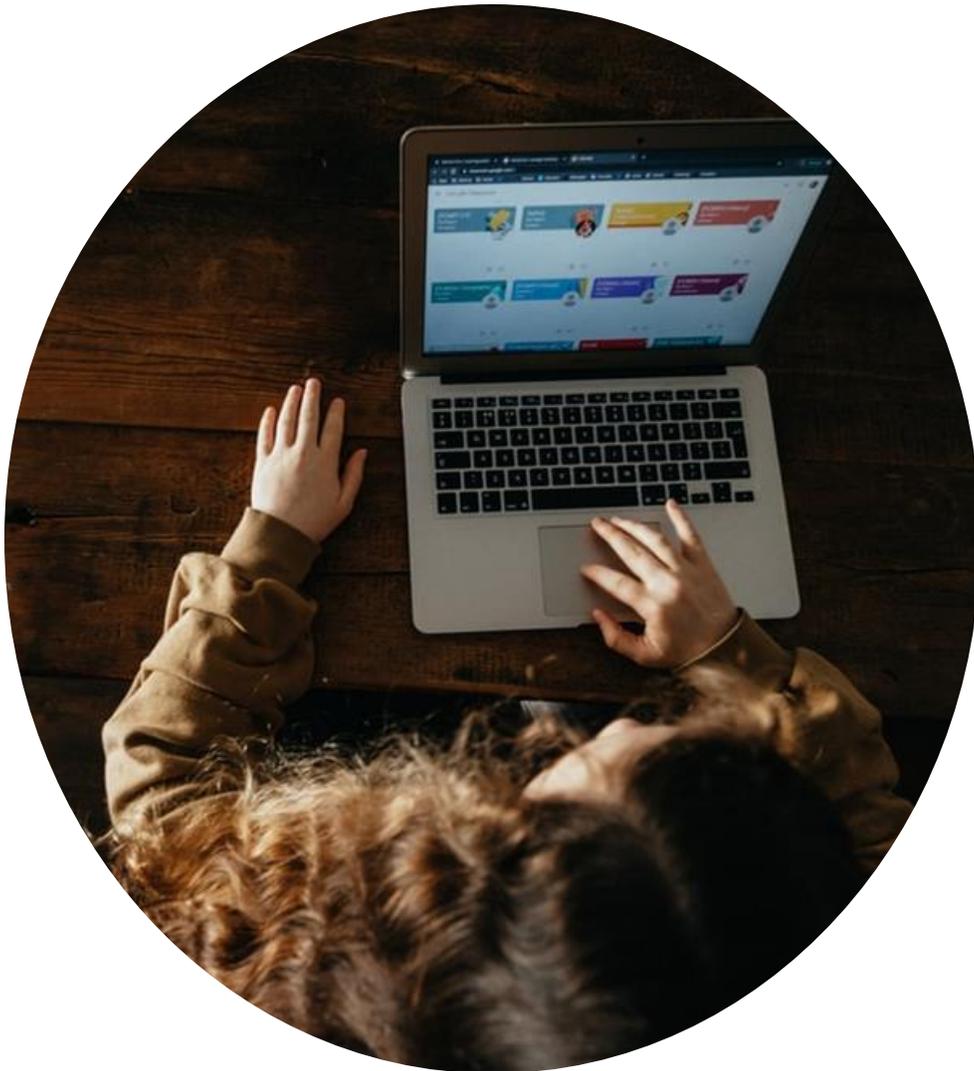
## Instructions for playing

- 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](#).



# Literary Devices Bump

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 septicous 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.



alliteration

protagonist

Third Person  
Point of View  
Omniscient

metaphor

idiom

personification

made up  
words

proverb

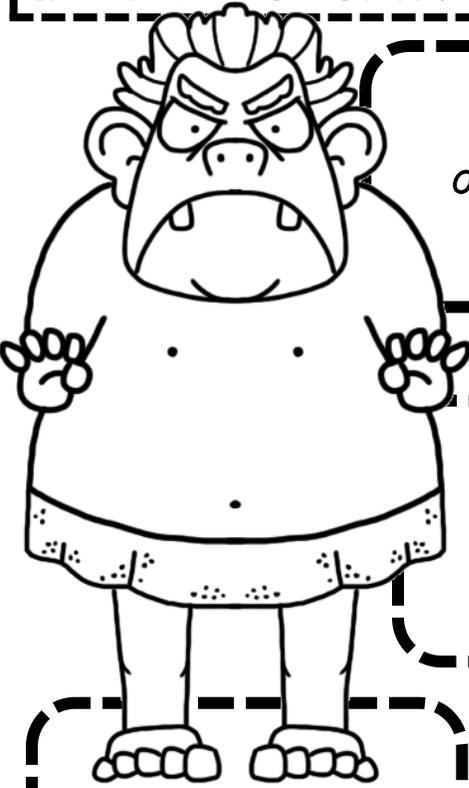
simile

foreshadowing  
of seeing the  
human-eating  
giants

tone

# Literary Devices Bump

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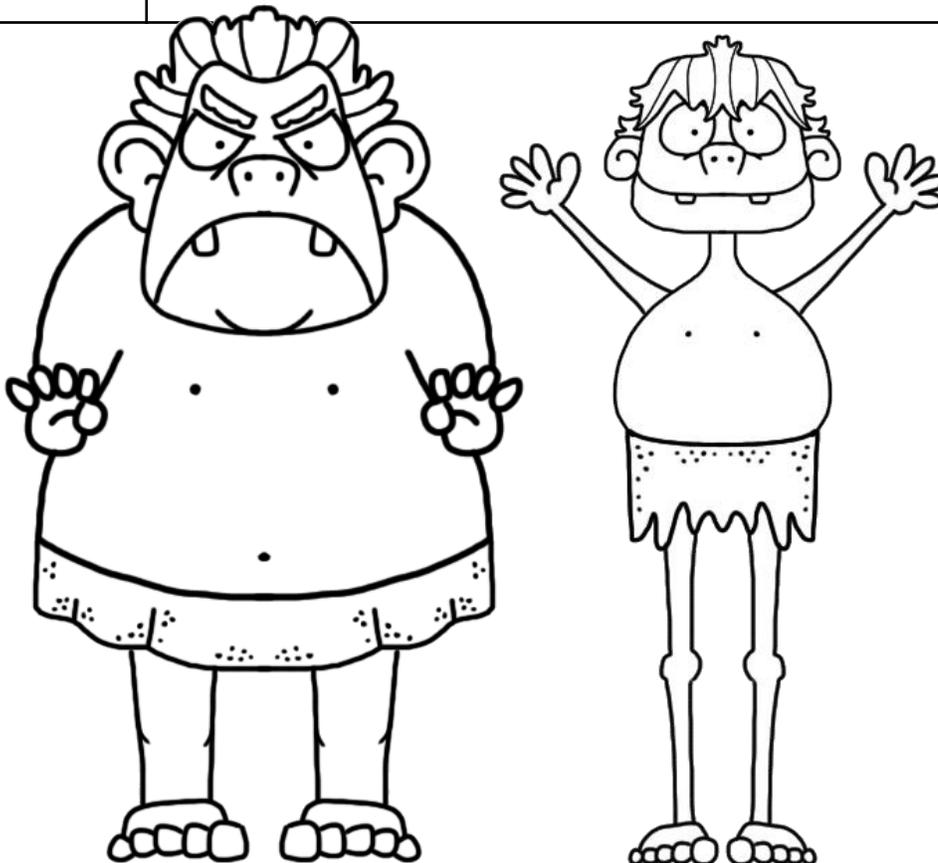
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Answer Key

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. whizzpopper lickswishy snozzcumpers 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 venomsome 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.



# Character Bump

2. He is the leader of the giants. He is two times taller than the BFG and "...the horriblemest 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 snozzcumber 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 Country. He is the kindest and survives by eating snozzcumpers 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.

Gizzardgulper

The BFG

Sophie



Head of the Air Force

Flechlumpeater

Queen of England

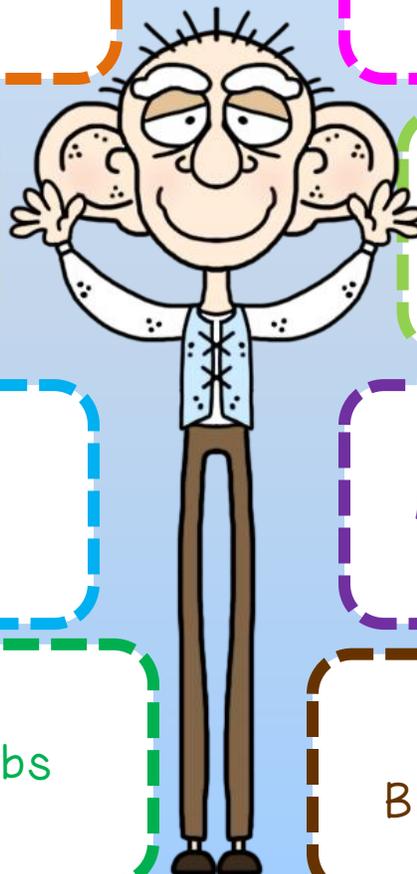
Monsieur Papillon

Meatdripper

Mrs. Clonkers

Mr. Tibbs

The Bloodbottler



# Character Bump

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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 Country. He is the kindest and survives by eating snozzcumbers and frobscottle. His big ears help him capture dreams.
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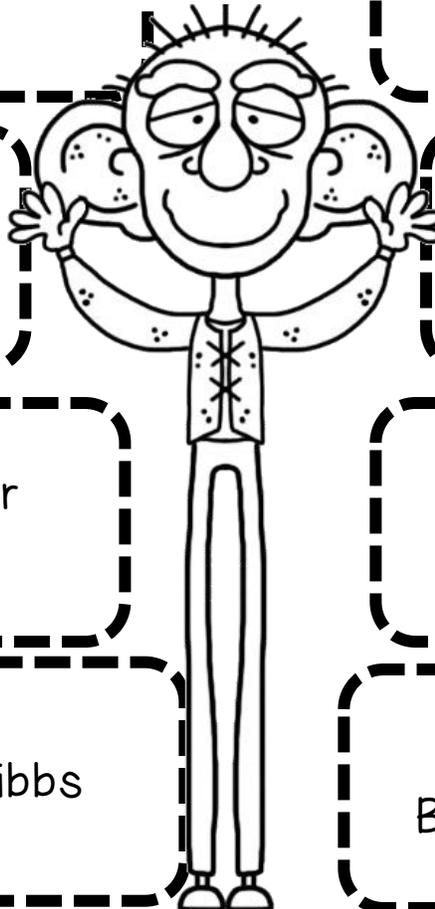
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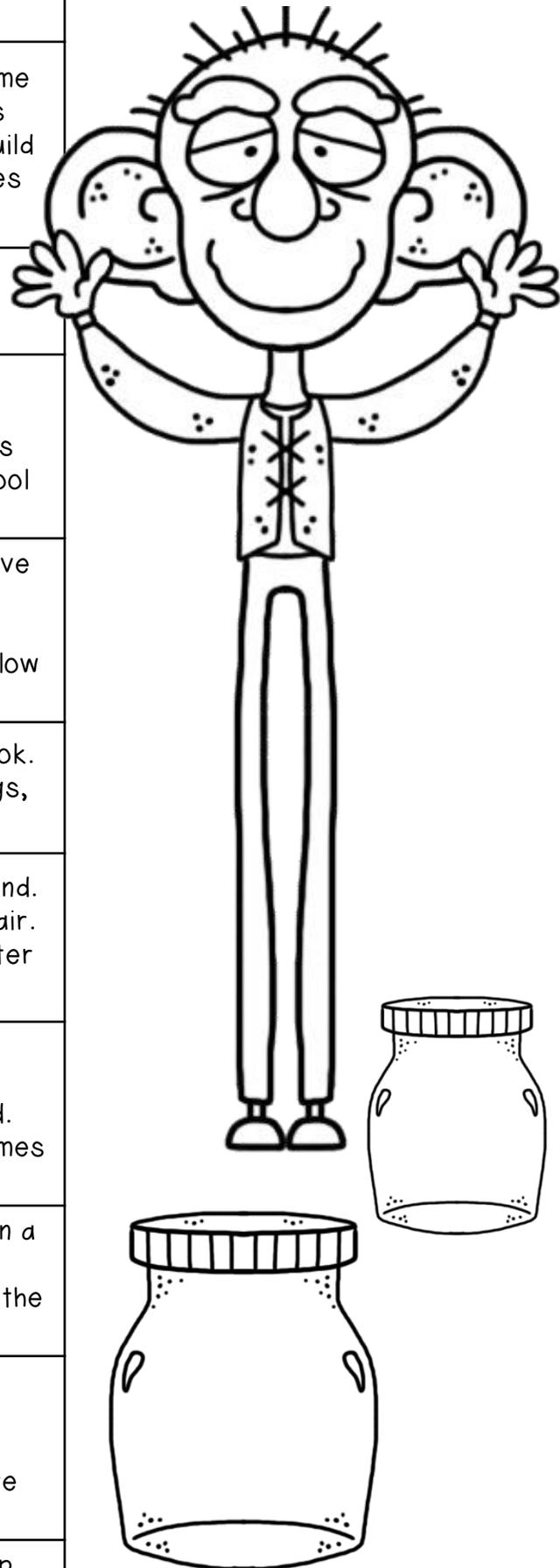
Mrs. Clonkers

Mr. Tibbs

The Bloodbottler

Answer Key

Flechlumpeater	2. He is the leader of the giants. He is two times taller than the BFG and "...the horriblemest of them all."
Mr. Tibbs	3. He is the palace butler. 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 out of pieces of furniture in the palace.
Mrs. Clonkers	4. She is the cruel director of the orphanage.
The Bloodbottler	5. This giant goes inside the BFG's cave when he is not home. The BFG convinces him to eat a snozzcumber which he finds revolting. He prefers eating English school children.
Gizzardgulper	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.
Monsieur Papillon	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.
Sophie	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.
Meatdripper	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."
Head of the Air Force	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.
The BFG	11. He is the smallest of all the giants in Giant Country. He is the kindest and survives by eating snozzcubmers and frobscottle. His big ears help him capture dreams.
Queen of England	12. She is a powerful lady who helps stop the giants from taking children from their beds.



# Symbols and Objects Bump

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.



froboscottle

trumpet

*Nicholas  
Nickleby by  
Charles Dickens*

The Queen of  
England

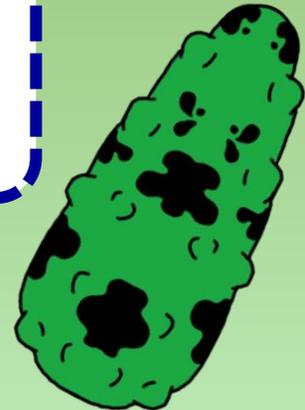


snozzcumpers

big ears

*My Fair Lady  
phrase*

dream jars



a huge castle  
for the BFG and  
a little cottage  
next door for  
Sophie

butterfly net

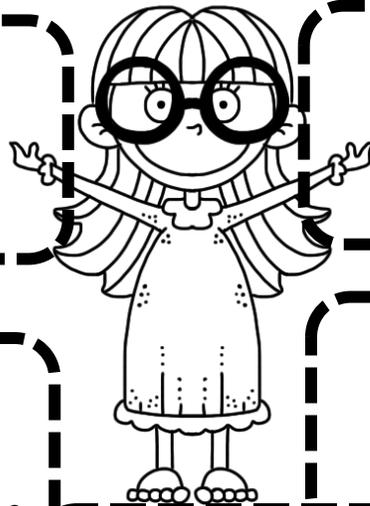
The Witching  
Hour

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trumpet

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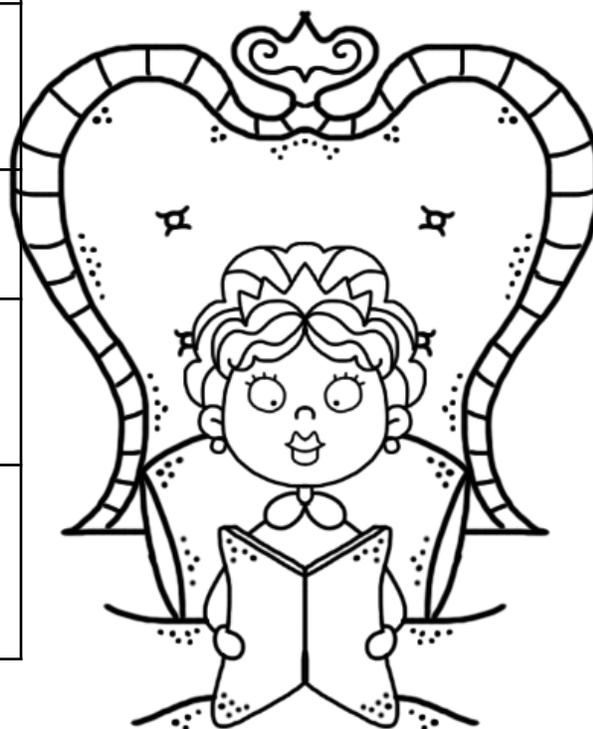
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for the BFG and  
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The Witching  
Hour

Answer Key

The Queen of England	2. This powerful lady can control the army and navy.
<i>Nicholas Nickleby</i> by Charles Dickens	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."
<i>My Fair Lady</i> phrase	4. I've got it! By golly, I think I've got it!
The Witching Hour	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.
snozzcumbers	6. This is the BFG's way of surviving without eating humans.
butterfly net	7. The BFG catches dreams using this object and places them into jars.
dream jars	8. The BFG stores dreams in these. He takes them out and packs them in his suitcase for delivery.
trumpet	9. The BFG sends out pleasant dreams to boys and girls using this object.
frobscottle	10. This bubbly drink is super delicious even if it causes <i>Whizzpopping</i> .
big ears	11. The BFG can hear the sounds of dreams. These objects allow him to know if they are good dreams or nightmares.
a huge castle for the BFG and a little cottage next door for Sophie	12. These are symbols of a happily ever after ending to the story.



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.](http://TeacherspayTeachers.com)

## Vocabulary



Chapters 1-2 [lavatory and spurt]

1. Circle six words in the box that are synonyms of **lavatory**.

bathroom	dressing	groom
comb	restroom	powder room
tidy	toilet	washroom
sprucing up	priming	john

2. Is **spurt** used correctly in the sentences below? True or False

\_\_\_\_\_ The runner **spurred** to the finish line.

\_\_\_\_\_ The boy was **spurred** away from the ongoing car.

\_\_\_\_\_ With a **spurt** of energy, I finished all my chores in record time.

3. Circle six words in the box that are synonyms of **spurt**.

burst	dawdle	sither
laze	rush	increase
jet	surge	lag
loaf	dilly-dally	spring out

Page 1

# The BFG Book Unit

### The BFG - Chapter 1-2 - The Witching Hour & Who?

1. Based on clues provided in the chapter, Sophie most likely lives ---

- with her grandparents
- in an orphanage
- over her parents' grocery store
- out in the country in a cottage

2. List the clues you used to answer question #1.

3. The main idea of Chapters 1-2 is ---

- Sophie has a difficult time sleeping.
- Sophie lives in a home with strict rules.
- Sophie gets out of bed in the middle of the night.
- Sophie "meets" the giant.

4. The most frightening part of Chapters 1-2 was ---

5. Read the following passage from Chapter 1.

The moonbeam was like a silver blade slicing through the room on to her face.

Which type of figurative language is used? \_\_\_\_\_

What does the sentence mean? \_\_\_\_\_

6. Draw a picture that shows what the giant was doing in Chapter 2.

Explain your drawing.

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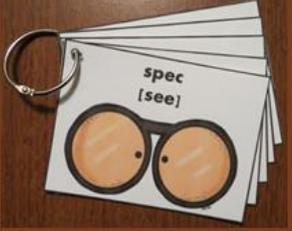
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Page 17 © Gay Miller

Emphasis
Titles
Vehicles

Normal Uses of Italics
Dah's Extra Uses of Italics

Sounds
Thoughts
Writing



## Comprehension

### Constructive Response - Character Traits

Draw a picture of the giant based on details in The BFG.

Chapter 2

He had two feet that were as big as a house. They were so big that they were like two giant feet.

Chapter 3

He had a thick, black, hairy trunk.

Chapter 4

He had a face that was as big as a house. It was so big that it was like a giant's face.



Chapter 2

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## Graphic Organizers

## Writing

