

Intervals of Increase and Decrease Bump

2	A function that is always decreasing
3	A function that increases then decreases
4	A function that is constant then increases
5	A function that has intervals increasing, constant and decreasing (in any order)
6	A function that is non-linear
7	A function that is always increasing
8	A function of your choice (but you must describe it to your partner)
9	A function with exactly one decreasing interval
10	A function with exactly two increasing intervals
11	A function with a constant rate of change
12	A function with a varying rate of change

Materials: Two die and eight counters per player. Each player uses a different color.

To play:

- On your turn, roll two die and add.
- Read aloud the clue that matches the number you rolled.
- Use a marker to cover a graph that matches the clue.
- If your partner has already covered the graph, say, "Sorry bump!"
- Your partner will remove his counter, and you will claim the graph.
- You can lock a graph if you roll two clues that describe the shape and stack two counters on that shape. Try to be the first to use all of your counters.
- Be ready to justify your answer to your partner.

