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.