Just Basic Dominos

Students play regular dominos with dot card dominos. Rules should be demonstrated on the overhead with a few dominoes photocopied onto acetate and cut out.

- each player starts with 7 dominos
- highest double goes first
- doubles are placed sideways and the train can split 4 ways at the double
- when a player can't place a domino they draw from the 'bone pile' until they can
- when one player plays their last domino, the others total all the dots on their dominos

Variations

Make 10 Dominos

- to play a domino the two sides put together must add to 10 (or other selected number)
- **OR** any matched sides can play, but when the two joined sides total 10 a counter is taken. Highest number of counters wins.

+1 Dominoes

- to play a domino it must have an end that is one more than number showing (also +2, -1, -2 variations)

Addition Fact Dominos

- player must state the total on their domino or the addition fact made with the joined sides to play it
- player must state the total on their domino and the addition strategy to play it

Concentration Dominos

Turn over the dominoes in a large grid 4x7.

Players take turns turning over two dominoes to find two with the same total.

Variations:

- just two sides have to match

Make 10 Concentration

- find two sides that make 10

Domino Math

Each student draws a domino. They use two different colour Unfix cubes on the organizer board to make an addition sentence from the two sides of the domino. They combine the two groups of cubes on the bottom of the organizer and write or say the number sentence. As they complete their number sentence they snap them together and place them aside.

When each student has a cube train, direct the students to compare them. Tell each student to name the total number of cubes in his or her own train and to then state if the train is more or less than their classmates' trains. Discuss how many more or less each train is from a partner's train.

Variations:

- subtraction sentences
- use base 10 materials on base 10 mat organizer

Domino Patterns

Direct the students to make a pattern with dominoes. Some examples are: odd numbers or even numbers, count up by 3's, patterns based off spatial pattern of dots, matching edges add to 10 or other total. Just one side of the domino could be used. They remove one domino and their partner tries to find the missing piece.

Domino Challenge

All dominoes are placed on the table with the dot side down. Each player picks up one domino and adds the sides together. The totals are compared. The player with the largest total wins both dominoes. If a tie results, both dominoes are returned to the table. The player with the most dominoes at the end of the game is the winner.

Variations

- the player with the least total may win
- players turn over 7 random dominoes for their hand. They choose which one to play next.

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Unifix Organizer Mat

