

Box Cars and One-Eyed Jacks

LINKING THE LEARNING DOMINO GAMES

JANE FELLING

CALGARY TEACHERS CONVENTION

Calgary, AB

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■ ■ ■ ■ What's in a Set of ■ ■ ■ ■

■ ■ ■ ■ ■ 28 Double Six Dominoes? ■ ■ ■ ■

Management ■ ■ ■

- Stack on Outcomes Chart
- Play with different colors and sets of dominoes
- 1 vs 1 play or 2 vs 2 play
- Centers
- Math backpacks
- Older grade buddies

Build in clean up time: 5 minutes with built-in **MATH!**

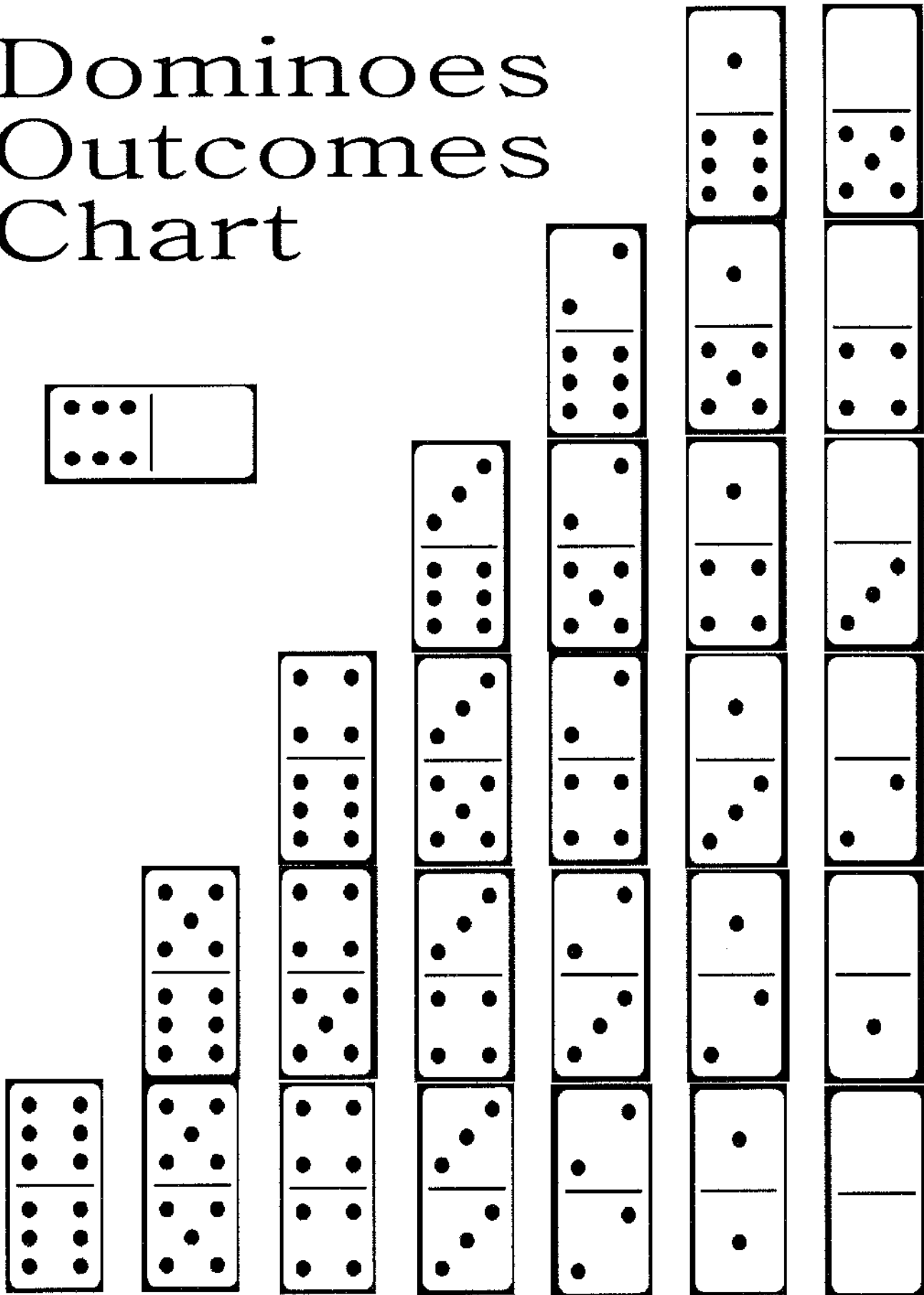
- Stack 7 sets of 4...
... or 4 sets of 7
...or 14 sets of 2
- Outcomes Chart / Fact Families
- Adding Outcomes
- Subtraction Staircase

■ ■ ■ ■ ■ ■ ■ ■ What other ways can you ■ ■ ■ ■ ■ ■
■ ■ ■ ■ ■ ■ ■ ■ account for all 28 dominoes? ■ ■ ■ ■ ■ ■ ■ ■

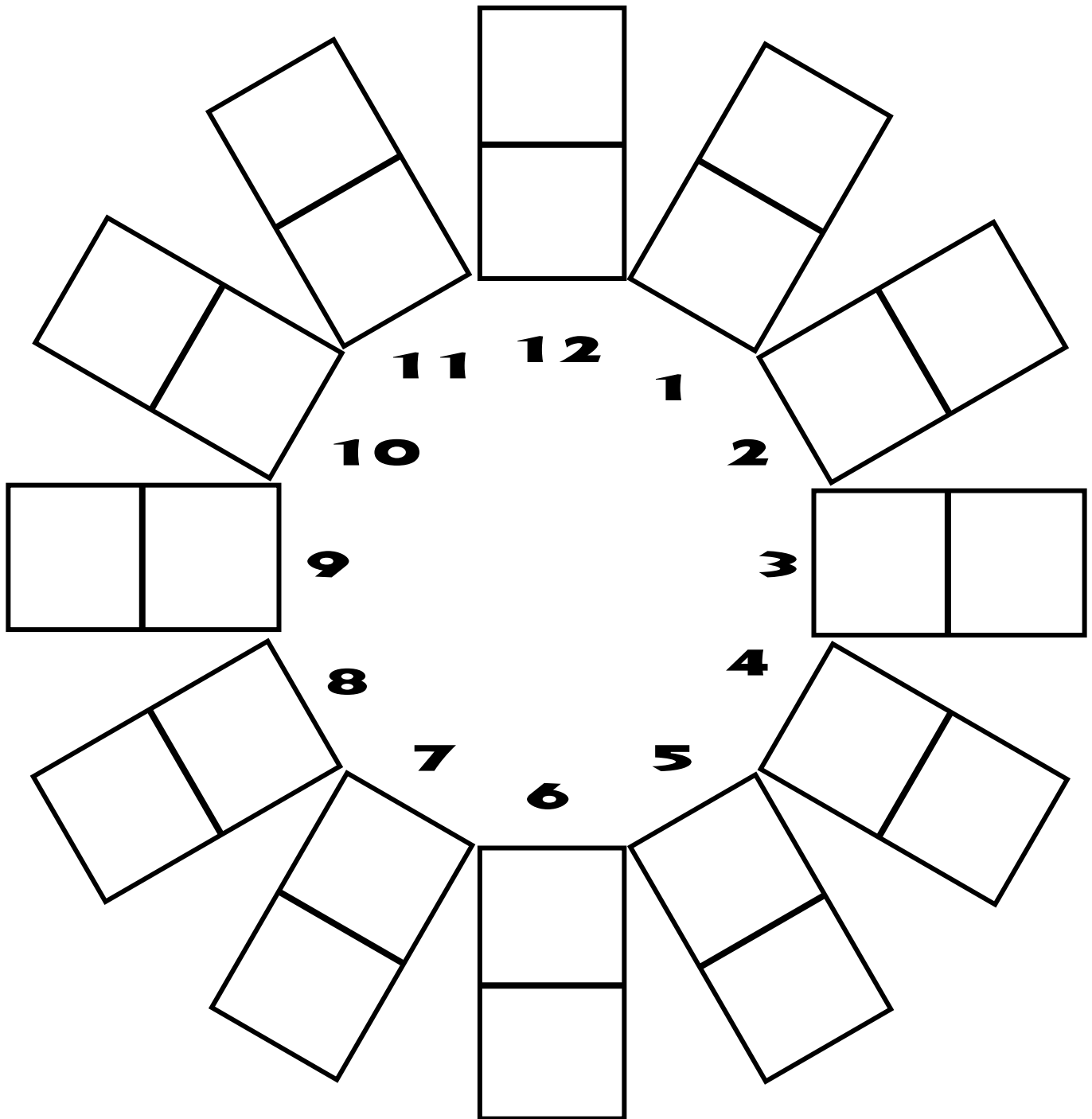
Activities for the Outcome Chart


- Double Demo
- 12-sided
- Spotted 12-sided

Dominoes Outcomes Chart



CLOCKOMINOES



- ▶ 1 set dominoes per player, upside down and shuffled.
- ▶ Player One draws a domino, adds and places in correct place on clock.
- ▶ Player Two takes their turn.
- ▶ If a player draws a domino that has already been filled in on the clock, they must stack it and their opponent then plays.
- ▶ The player who completes their clockface first is the winner.
- ▶  Double blank, if drawn, goes in the middle but is not needed to win.

| | | | | | | |
|---|---|---|---|---|---|---|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|

Bury The Bones + - x ÷


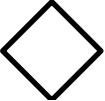







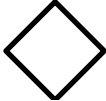

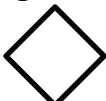




| | | | | | | |
|---|---|---|----|----|----|-------------------------|
| 7 | 8 | 9 | 10 | 11 | 12 | Bone Pile STRIKES |
|---|---|---|----|----|----|-------------------------|

1. Pull Domino
2. Choose +, x, - or ÷ and cover a number.
3. If you can't cover a number, put the domino in the STRIKE pile.
4. First player to cover all 12 numbers wins.

TWISTING DOMINOES

2- DIGIT ADDITION AND SUBTRACTION

- ① Pull 2 Dominoes ② Roll Target ③ Choose to + or - ④ Closest to Target Wins

| | | | | | | | | | | | | | |
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Fill er' Up Fractions

| | | | | | |
|---------------|---------------|---------------|---------------|---------------|---------------|
| 1 | | | | | |
| $\frac{1}{2}$ | | | $\frac{1}{2}$ | | |
| $\frac{1}{3}$ | | $\frac{1}{3}$ | | $\frac{1}{3}$ | |
| $\frac{1}{4}$ | $\frac{1}{4}$ | $\frac{1}{4}$ | $\frac{1}{4}$ | $\frac{1}{4}$ | $\frac{1}{4}$ |
| $\frac{1}{5}$ | $\frac{1}{5}$ | $\frac{1}{5}$ | $\frac{1}{5}$ | $\frac{1}{5}$ | $\frac{1}{5}$ |
| $\frac{1}{6}$ | $\frac{1}{6}$ | $\frac{1}{6}$ | $\frac{1}{6}$ | $\frac{1}{6}$ | $\frac{1}{6}$ |

Fill er' Up Fractions

| | | | | | |
|---------------|---------------|---------------|---------------|---------------|---------------|
| 1 | | | | | |
| $\frac{1}{2}$ | | | $\frac{1}{2}$ | | |
| $\frac{1}{3}$ | | $\frac{1}{3}$ | | $\frac{1}{3}$ | |
| $\frac{1}{4}$ | $\frac{1}{4}$ | $\frac{1}{4}$ | $\frac{1}{4}$ | $\frac{1}{4}$ | $\frac{1}{4}$ |
| $\frac{1}{5}$ | $\frac{1}{5}$ | $\frac{1}{5}$ | $\frac{1}{5}$ | $\frac{1}{5}$ | $\frac{1}{5}$ |
| $\frac{1}{6}$ | $\frac{1}{6}$ | $\frac{1}{6}$ | $\frac{1}{6}$ | $\frac{1}{6}$ | $\frac{1}{6}$ |

FLIPPER

PLAYER ONE

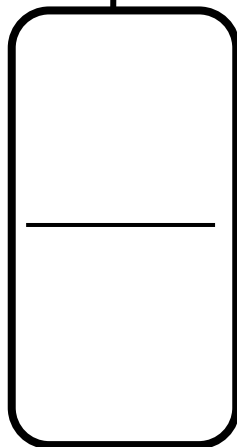
Proper Fractions


Less Than or Equal to 1

PLAYER TWO

Improper Fractions

Greater Than or Equal to 1



- ▶ One set of dominoes, shuffled upside down.
- ▶ Player One places a domino on  and flips it over.
- ▶ If it is ≤ 1 they keep it on their side, if \geq , they give it to Player Two.
- ▶ Player Two then takes their turn.
- ▶ Whoever has the most dominoes on their side after all 28 have been "flipped" is the winner.

FRACTION LINE UP

Player One

| | | | | |
|-------|-------|-------|-------|----------|
| _____ | _____ | _____ | _____ | _____ |
| Least | | | | Greatest |

→

Rejects _____

FRACTION LINE UP

Player Two

| | | | | |
|-------|-------|-------|-------|----------|
| _____ | _____ | _____ | _____ | _____ |
| Least | | | | Greatest |

→

Rejects _____

- ▶ One set of dominoes, upside down and shuffled.
- ▶ Player One draws a domino & can place on any space. Player Two takes their turn.
- ▶ Once a domino is placed it can't be moved. No equivalent fractions can be placed side by side.
- ▶ If a domino can't be placed, it is rejected.
- ▶ The player who can arrange the most dominoes in order with the fewest rejects wins the game.

Trading Places

Player One

Thousands Hundreds Tens Ones

| | | | |
|--|--|--|--|
| | | | |
|--|--|--|--|

100 Thousands 10 Thousands Thousands Hundreds Tens Ones

| | | | | |
|--|--|--|--|--|
| | | | | |
|--|--|--|--|--|

Player Two

Thousands Hundreds Tens Ones

| | | | |
|--|--|--|--|
| | | | |
|--|--|--|--|

100 Thousands 10 Thousands Thousands Hundreds Tens Ones

| | | | | |
|--|--|--|--|--|
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- ▶ One set of dominoes, face down, shuffled.
- ▶ Each player pulls 2 or 3 dominoes and keeps them face down.
- ▶ Player One flips a domino and can choose any space to place it. Dominoes can't be moved once placed.
- ▶ Player Two takes their turn. After all spaces are filled in, players compare numbers.
- ▶ Greater number wins.

PICK A SIDE

1 - 12

12 - 23



DOMINO MATH GAMES

Name of the Game: _____

Goal of the Game (How to win) _____

How to Play: _____

Strategies that I Have Learned: _____
