Domino Games

A1. Explore, Identify and Record place value 0-99

Lonely Domino

- Begin with all the dominoes face up. Choose one domino and announce that is lonely and wants to join up with one or more dominoes whose number of dots total up to eight. Once a pupil has found an appropriate domino or pile of dominoes, place them next to the first domino and announce that the new domino (or pile of dominoes) is lonely and wants to find one or more friends with dots totalling up to twelve. Keep naming off different numbers, occasionally repeating numbers so that the child can see that there is more than one way to create the appropriate number.

Domino War

- Play just like the card game war, but flipping dominoes instead of cards. Encourage pupils to guess who has the higher number before naming the number. You can both flip one domino, or you can flip two at a time adding them together before comparing the total with the other player's. You can also incorporate subtraction into the game. Flip a single domino and subtract the smaller side from the larger side before comparing the difference with your opponent's.

Which is missing?

- One pupil takes two dominoes and announces the total number of dots. They then show the other pupils one of the dominoes and ask how many dots must be on the other domino.

Domino collections

- Lay all the dominos out face down. Take turns removing dominos and recording the number of dots. With an older child just use a sheet of paper and count up the dots. With a younger child use an abacus or write the number of dots with tallies – four lines with the fifth going across, and two sets of five per row.

I'm thinking of a domino that….

- Lay all (or a handful) of dominoes face up. One pupil chooses which one will be their secret domino but doesn't announce it out loud. They give clues such as "one side of the domino has twice the number of dots as the other does" or "the domino has a total number of dots less than 8" or "one side of the domino has an odd number of dots, the other has an even number." For each clue, encourage pupils to remove all the dominoes that do not meet the criteria.