

Math Games with Dominos

Ordering Products

1. Students choose five dominos, turn them over, and multiply each side together.
2. Order the products from least to greatest or greatest to least.
3. Want to make it a game? Partners order their dominos then find the difference between their greatest number and least number. The partner with the greatest (or least) difference wins.

Multiplication War

1. Students begin with dominos face down.
2. Each student chooses a domino.
3. On the count of three, students turn over their domino and multiply the dots on one side by the dots on the other side. The student with the highest product wins the dominos.

Add or Subtract Decimals

1. Students choose two dominos and turn them over.
2. One side is the whole number; the other side is the decimal.
3. Add or subtract the decimals.
4. Want to make it a game? Partners compare their sum or difference. The partner with the greatest (or least) sum or difference wins.

Even/Odd Sort

1. Add, subtract, or multiply the dots on the dominos then sort the answer by odd or even numbers.
2. Want to make it a game? Before the game begins state a rule. The partner with the most even numbers or odd numbers wins the set.

Prime/Composite Sort

1. Add, subtract, or multiply the dots on the dominos then sort the answer by prime or composite.
2. Want to make it a game? Before the game begins state a rule. The partner with the most prime numbers or the most composite numbers wins.

Coordinate Pairs

1. Provide students with a coordinate grid.
2. Students plot points using the dots on the dominos. One side is the x-coordinate; the other side is the y coordinate.

Ordering Decimals

1. Students choose five dominos and turn them over.
2. One side is the whole number; the other side is the decimal.
3. Order the decimals from least to greatest or greatest to least.
4. Want to make it a game? Partners order their dominos then find the difference between their greatest decimal and least decimal. The partner with the greatest (or least) difference wins.

Compare Decimals

1. Students choose two dominos and turn them over.
2. One side is the whole number; the other side is the decimal.
3. Compare both dominos.
4. Want to make it a game? Each partner chooses one domino. Then they compare their decimal. The partner with the greatest (or least) decimal wins.

Compare Fractions

1. Students choose two dominos and turn them over.
2. One side is the numerator; the other side is the denominator
3. Compare both fractions.
4. Want to make it a game? Each partner chooses one domino. Then they compare their fraction. The partner with the greatest (or least) fraction wins.

Ordering Fractions

1. Students choose five dominos and turn them over.
2. One side is the numerator; the other side is the denominator
3. Order the fractions from least to greatest or greatest to least.
4. Want to make it a game? Partners order their dominos then find the difference between their greatest fraction and least fraction. The partner with the greatest (or least) difference wins.

Number Recognition

Subitizing is an important skill for young children to develop. When students subitize, they are seeing a number visually (for example: a dot representation) and connecting it to the numerical value. Dominos are a great way for young children to "see" numbers. It can be as simple as showing one side of a domino, having children count the dots, recreate the dot representation on paper and write the numerical value. Focusing on how they know the dots represent a 3 without counting each dot is important. Having them see patterns as numbers get bigger makes the math fun and develops a deep understanding of what numbers are.

Place Value

Turn one domino over to represent a 2-digit number. Children decide which number they want to create. For example, a domino that has a 3 and 7 could either be 37 or 73 depending on which way you hold the domino. Ask place-value questions about either number, such as *How many tens are in 73?* or *How many ones?* They can practice writing the number in different ways: word form, standard form, and expanded form. As children get older, line dominos up end to end to create 4- or 6-digit numbers to increase place-value understanding.

Comparing Numbers

Building on the number sense theme, children can compare numbers using just 1 domino. Turn over a domino and have your child compare 2 numbers verbally or in written form. So if the domino is a 4 and 1, a child could compare saying "41 is greater than 14" or "14 is less than 41." To push your children even more, ask them to prove their answer: "I know 41 is greater than 14 because 41 has 4 tens and 14 has only 1 ten." Encouraging "math talk" is very important!

Ordering Numbers

The age of your child will depend on the number of dominoes that is appropriate for him or her to order. I would start with 3 dominoes and increase gradually from there. Have your child pick 3 dominoes and determine which numbers they will be (refer to the place value section), then have him or her order the numbers verbally, in writing or physically with lining the dominoes up. Alternate between ordering the numbers from least to greatest, or greatest to least.