CONNECTING THE DOTS

JANE FELLING

PALLISER TEACHERS 2019

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Please include the conference/workshop title
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
A DOMINO TWIST ON TRADITIONAL WAR GAMES

The traditional card game “WAR” is a favorite of all ages. These games can be easily adapted for use with dominoes. The following games are perfect for repetition and practice when a skill or concept is first introduced. Repeated exposure and repetition is the goal. War type games are excellent for players of different skill levels and cross graded groupings. Students are encouraged to verbalize their answers throughout the game. The games can be played for a set period of time, or alternatively until all dominoes are played out. The following rules using dominoes can be adapted to work on specific skill areas: all operations, place value, fractions and more. NOTE: This type of game is a great way to use buckets of mismatched domino sets that often accumulate in the classroom.

Note: The basic rules of WAR will not change from variation to variation, only the skill or concept being covered.

BASIC RULES – ADDING WAR

**LEVEL:** Grade 1 and up

**SKILLS:** adding to 12

**PLAYERS:** 2

**EQUIPMENT:** one or two sets of dominoes (or a bucket of mixed sets)

**GOAL:** To be the player with the greatest sum.

**GETTING STARTED:** Dominoes are placed face down, shuffled and divided evenly between both players. Both players draw a domino from their own draw pile and add the total pips. Players verbalize their math and compare sums. The player with the greatest sum captures their opponent’s domino and places it into their point pile. Play continues for a set period of time. The player with the most dominoes is the winner. When a players draw pile is depleted, they place all of their point pile face down, reshuffle and resume play.

**EXAMPLE:** Player One draws 📌. Player Two draws 📌. Both players say their math sentence out loud. The player with the greatest sum verbalizes, “seven is a greater sum than five”.

![Example players](image)

In the event of a tie (both players have equal sums):
This is the traditional rule for ties in WAR. Players will do the following:

Tie dominoes remain face up. The Tie Break Round begins with both players drawing three ...
... more dominoes keeping them face down. Each player draws one more domino and flips it over. The player with the greatest sum verbalizes "6 is greater than 4" and all ten dominoes (the two original ones, six face down ones and the two tie breaker dominoes) are put into the winner's point pile.

EXAMPLE:

Player One

![Image of dominoes]

5 + 3 = 8

TIE

Player Two

![Image of dominoes]

4 + 4 = 8

"6 is greater than 4"

VARIATIONS:

SUBTRACTION WAR: Players draw a domino and subtract the pips. The player with the least difference captures the dominoes. "One is a smaller difference than two" and Player One wins.

Player One

![Image of dominoes]

6 - 5 = 1

Player Two

![Image of dominoes]

2 - 0 = 2

MULTIPLICATION WAR: Players draw a domino and multiply the pips. The player with the greatest product captures the dominoes. "Twenty is a greater product than six" and Player One wins.

Player One

![Image of dominoes]

5 x 4 = 20

Player Two

![Image of dominoes]

3 x 2 = 6
PLACE VALUE WAR:  Players draw a domino and make a number in place value (tens and ones). The player with the greatest number captures the dominoes. "Fifty one is greater than forty two" and Player Two wins. For variation, play for least.

Player One

\[ \begin{array}{c}
\cdot \\
\cdot \\
\cdot \\
\cdot
\end{array} \]

42 forty two

Player Two

\[ \begin{array}{c}
\cdot \\
\cdot \\
\cdot
\end{array} \]

51 fifty one

FRACTION WAR:  NOTE: remove all dominoes with blank ends for this variation. Players draw a domino and make a proper fraction. The player with the greatest fraction captures the dominoes. Players will have to watch for equivalent fractions resulting in ties. One-half is greater than one-third, Player Two wins. VARIATION: Allow players to build improper fractions, where by the greatest fraction wins.

Player One

\[ \begin{array}{c}
\cdot \\
\cdot
\end{array} \]

\[ \frac{1}{3} \]

one-third

Player Two

\[ \begin{array}{c}
\cdot \\
\cdot
\end{array} \]

\[ \frac{2}{4} = \frac{1}{2} \]

two-fourths is one-half

VARIATION (Improper Fractions Are Allowed):

Player One

\[ \begin{array}{c}
\cdot \\
\cdot
\end{array} \]

\[ \frac{2}{2} = 1 \]

Player Two

\[ \begin{array}{c}
\cdot \\
\cdot
\end{array} \]

\[ \frac{4}{2} = 2 \]
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.
### 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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<thead>
<tr>
<th>Target Roll</th>
<th>Distance From Target</th>
<th>Target Roll</th>
<th>Distance From Target</th>
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Place Value Line Up

Player One

Tens Ones Tens Ones Tens Ones Tens Ones Tens Ones

Reject Reject Reject

Least Greatest

Player Two

Tens Ones Tens Ones Tens Ones Tens Ones Tens Ones

Reject Reject Reject

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Line Er' Up

Player One

Th H T O Th H T O Th H T O

Least Between Greatest

Player Two

Th H T O Th H T O Th H T O

Least Between Greatest
Each player needs their own set of dominoes, upside down, shuffled.
Player One flips a domino and must make 1. Player may use + or -
If successful, player Two takes their turn.
If unsuccessful Player One may take a second "SHOT" (draw another domino).
Dominoes that can't be played are placed upside down and re-shuffled.
Player Two takes their turn.
Holes must be filled in order.
+ , - , x and ÷ can be used as players become more skilled.
# Dozen Domino DILEMMA

<table>
<thead>
<tr>
<th></th>
<th>&quot;Equal to&quot; Stack</th>
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<tbody>
<tr>
<td><strong>Player 1</strong></td>
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<tr>
<td>Less Than &lt; 6</td>
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<tr>
<td><strong>Player Two</strong></td>
<td></td>
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<tr>
<td>Greater &gt; 6</td>
<td></td>
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</tbody>
</table>

- 1 Set of dominoes, upside down, shuffled.
- Player One selects a domino. If <6, keeps it; if >6 must give to Player Two.
- Any =6 sums go to "equal to" stack.
- Player Two takes their turn.
- First player to collect 12 dominoes wins.

12 Dominoes to Win! 12 Dominoes To Win!