

Domino Games: Five Spots Count

Thank you for downloading the science and mathematics activity packet! Below you will find a list of contents with a brief description of each of the items. This activity packet contains all the information (including any handouts) you will need to run this activity in your own classroom or at a science festival.

Please note: some activities might require the need for a facilitator to be present to oversee the activity. Activities that require a facilitator will be clearly noted.

-Community Resources for Science



Domino Games: Five Spots Count

ACTIVITY PACKET CONTENTS

1. Organizer Instructions for the person running the activity
 - Print suggestion: 1 for the facilitator
 - Includes information for setup prior to the event (e.g., materials prep)
 - Estimated cost for one set of supplies, excluding common household items
2. Participant Instructions (tabletop sign/printout)
 - Print suggestion: 1-2 to put in a plastic sign holder



Domino Games: Five Spots Count

ORGANIZER INSTRUCTIONS

Grade(s): 3-6

Standard connections:

- **CCSS.Math.Practice.MP5** Use appropriate tools strategically.
- **CCSS.Math.Practice.MP2** Reason abstractly and quantitatively.

Next Generation Science Standards: Science and Engineering Practices

- **Using Mathematics and Computational Thinking** Use counting and numbers to identify and describe patterns in the natural and designed world(s).

Objective: Earn the most points before a player puts down all of his/her dominoes.

Activity overview and background: Student-directed, domino game for 2-8 players
An adult may need to read and explain directions/game play

This activity may need a facilitator to read and explain directions/game play

Estimated cost for one set activity supplies: \$2 for (1) 28 pc. set

Materials:

- 1 standard set of dominoes (5 dominoes for each player to start)
- Pencils or pens for keeping score

Setup:

1. Each group gets one set of domino tiles
2. All dominoes are placed face down and mixed up



Instructions

1. Turn all domino tiles face down and mix them up
2. Each player selects five domino tiles. Stand them facing the player so that other players cannot see your tiles!
3. Draw one tile from the remaining “bone yard,” and place it face up in the middle of the table—this is the starter tile
4. Beginning with the youngest player, take turns putting down a domino to match either end of the starter, connecting the matching domino sections together
 - Add up the total number of spots on the unconnected ends of the path
 - If the total is a multiple of five (5, 10, 15, 20, etc), then the player gets to list that number of points on the score sheet
5. The next player then tries to match either unconnected end
 - A double domino is put down sideways to form a new path
 - The unconnected double tile ends are counted in the points
6. If a player does not have a matching domino in his hand, he draws one tile. If it doesn't match he draws another. If that doesn't match, the player loses his turn and it moves to the next player
7. Once a player has put down all his domino tiles, the play stops
8. Add up the points—the player with the most points wins!