

Domino Games: Match Mine

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: Match Mine

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



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ORGANIZER INSTRUCTIONS

Grade(s): K-2

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: Be the first person to put down all of his/her domino tiles.

Activity overview and background: Student-directed, domino game for 2-8 players

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

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)

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 you so other players can't 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
 - The next player then tries to match either unconnected end
 - A double domino is put down sideways to form a new possible path for connecting domino tiles
5. If a player does not have a matching domino in his/her hand, s/he draws one tile
 - If it doesn't match he draws another
 - If that doesn't match either, the player loses his/her turn and it moves to the next player
6. First person to put down all of his/her domino tiles wins!

