

Domino Games: Mexican Train

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: Mexican Train

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: Mexican Train

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: Be the first player to use 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

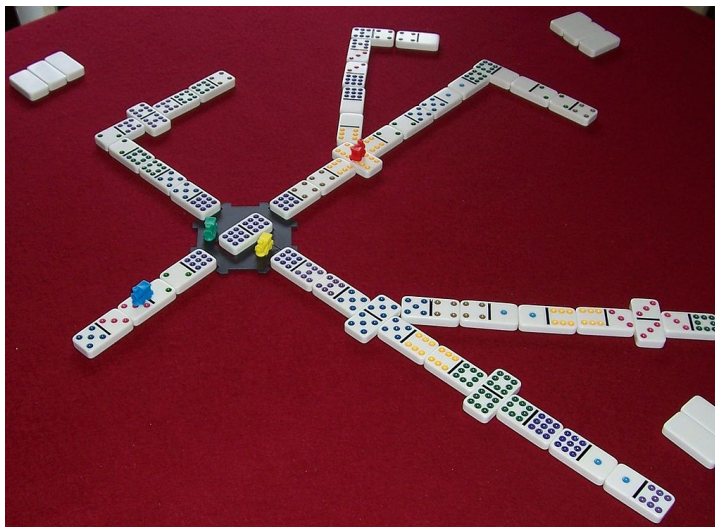
Estimated cost for one set activity supplies: \$2 for (1) 28 pc. set

Materials:

- 1 standard set of dominoes (8 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. Players all draw eight dominoes
2. Start with the double 12 on the center of the train
3. First player places a domino with a 12 on their train space
 - If they don't have a 12, they pick one domino from the bone yard
 - If they get a 12 they play it—if not, they add it to their domino hand
4. The next player does the same thing and continues with all players
5. Then the first player has to play a domino to match on only their train
 - Or, if the first player has another 12, they can choose to start a Mexican Train instead on an unused train space
 - If a player can't match their number or put down a 12 to start a new Mexican train, they pick a tile from the bone yard and play the tile or add it to their hand
 - If they can't play at all, they put a penny on their train, and it becomes a Mexican Train that any player can play on
6. The next player can play on their own train, any existing Mexican Train, or start a new Mexican Train if they have a 12 and a space is still open
7. Continue all the way around to the first player again
8. If a player put a penny on their own train to make it a Mexican Train and they can play on their own train the next round, they remove the penny
9. When a player has only 2 dominoes left, they tap the dominoes together before playing the second to last domino
 - If they fail to tap and someone notices, then the player must pick another domino from the boneyard

Winner is the first player to play all of his or her dominoes!