DOMINO GAMES

Multiplication War

- Players begin with dominoes face down.
- Each player chooses a domino.
- On the count of three, players turn over their domino and multiply the dots on one side by the dots on the other side. The player with the highest product wins the dominoes.

Bigger –Smaller Numbers

- Decide in advance if you are trying to make the biggest or the smallest number.
- Players place all dominoes face down. Each player flips two dominoes over, and places the two next to each other to create a four-digit number. A bit of logical thinking goes here. To create a large number, a player will place the largest number in the front. For a small number, the smallest number will go in the front. The player with the winning number keeps the dominoes.

Race to 100

Place all dominoes face down. Each player flips a domino and multiplies the two sides together. Then he/she writes down the total to keep a running total. Players continue to flip dominoes at the same time and each player multiplies the domino's sides and add its total to the former totals. The first person to reach 100 wins!

Variation:

To make the game easier, players can add the dominoes and make it a Race to 50. To make it more challenging, players can flip two dominoes at a time, multiply their sums, and make it a Race to 500. Another variation which includes subtraction practice is called Countdown to Zero! Students each start with 100. The domino is multiplied as before and is then subtracted from the running total until the player reaches zero and is the winner.

BOARD GAMES

Roll it!

Playing the game:

Object of the game: To be the first player to make a line of four in a row (horizontally, vertically, or diagonally) on the game board.

Number of players: 2

1. To decide who goes first, each player rolls one of the dice. The player with the highest roll goes first.

2. On your turn, roll all of the dice. Use all of the dice that you just rolled to create a number. You may place the dice in any order to create the number. For example, if you rolled 4, 1, and 6, you may create 416, 461, 146, 164, 614, or 641.

3. Round the number that you created to the nearest ten. Then, place one of your counters on top of that number on the game board. If your opponent's counter is already on that number, you may not place your counter on the game board.

Maths Checkers

Each player starts with 4 counters on the white squares (containing the maths problems) on their side of the board. The objective of the game is to reach the oppositions side with all four counters.

Move one space forward onto a white square each turn. If you correctly answer the question, stay on that spot. If you are incorrect, you move back to the original square.

If your opponent's piece is on a space in front of you, you can jump over their piece before answering the question.