

# Domino Disco

## Bigger vs. Smaller

With Dominos face down, have one player call out "GO". Flip the Domino and decide which number is bigger or smaller.

- ⇒ **Option 1-** have students add both sides of the domino to decide which one is larger or smaller.
- ⇒ **Option 2-** Have students only use the sides of each players domino that touches to decide which one is larger or smaller.
- ⇒ **Option 3-** Have students flip their dominos and work together to create the largest or smallest number they can.
- ⇒ **Option 4-** Have students create whatever number they would like. Flip a "larger/smaller" coin to decided who is the winner.



# Domino Disco I Declare War

Begin by determining the math operation for the game.

Each student places their hand on a domino. When "Ready? Go!" is called, each student will flip their domino and quietly complete the math equation. The player who says the correct answers first wins both dominos.



# Domino Disco

## Place Value Dash

**Option 1:** Give each player an equal number of Dominos and a blank sheet with a decimal point. With the dominos facing up, call out a number. On "Go", each player must attempt to build the number called out or get as close to it as possible without going over. The player that can build the number the fastest and call name the place value for each digit wins! (ex. Call out 543,601.16)

**Option 2:** Have students flip each Domino one at a time. With each Domino, have the student count how many tens (left side) and how many ones (right side). Add the two numbers together to get the whole



# Domino Disco Race to 100

**\*\* For younger students, use a smaller goal number\*\***

**Before beginning the game, decide which order of operation you will use.**

**Addition:** Have students choose one domino at a time and add the sides together. With each new Domino selected, add those sides together and add it to the sum. Keep a running total until you reach 100.

**Multiplication:** Have students choose one domino at a time and multiply the sides together. With each new Domino selected, multiply those sides together and add it to the sum. Keep a running total until you reach 100.

**Subtraction:** Select a number to start from. With each domino selected, add the sides together and subtract it from that number until you reach 100





# Domino Disco

**Description:** Domino is a classic game that can be used in a variety of ways to reinforce math strategies. For all games, begin with domino face down and decide how many domino each player will receive.

**Bigger/ Smaller:** Option 1- have students decide which number on the domino is bigger or smaller. Option 2- have students create the largest or smallest number they can with a given number of dominos (see who can get the lowest or highest) Option 3- have students build whatever number they want and flip a more/less coin. The coin will decide the winner.

**Place Value:** create a sheet of paper with one large decimal point. Have students pick a domino and place it on either side of the decimal to create a number. Call out the place value for each digit.

**Race to 100:** Each student will need scratch paper. Have students pick a domino and multiply the sides together. With each new domino selected, they will add that sum to the previous sum to keep a running total until they reach 100. (Variation: use different operations or change the final sum to reach)

**Domino War:** Begin by determining the math operation for the game. Each student places their hand on a domino. When "Ready? Go!" is called, each student will flip their domino and quietly complete the math equation. The player who says the correct answers first wins both dominos.

## Florida Standards Practiced:

1. Compare numbers
2. Work with numbers to gain foundations for place value
3. Represent and solve problems involving the four operations
4. Generate and analyze patterns