BC PRIMARY 2023

Domino & Dice Games!

Jane Felling

Friday, October 20th, 2023
1:15 -2:45 PM

For this Webinar You Will Need: a set of double six dominoes (a set of 28), 6 regular six sided spotted dice, and a printout of this pdf handout

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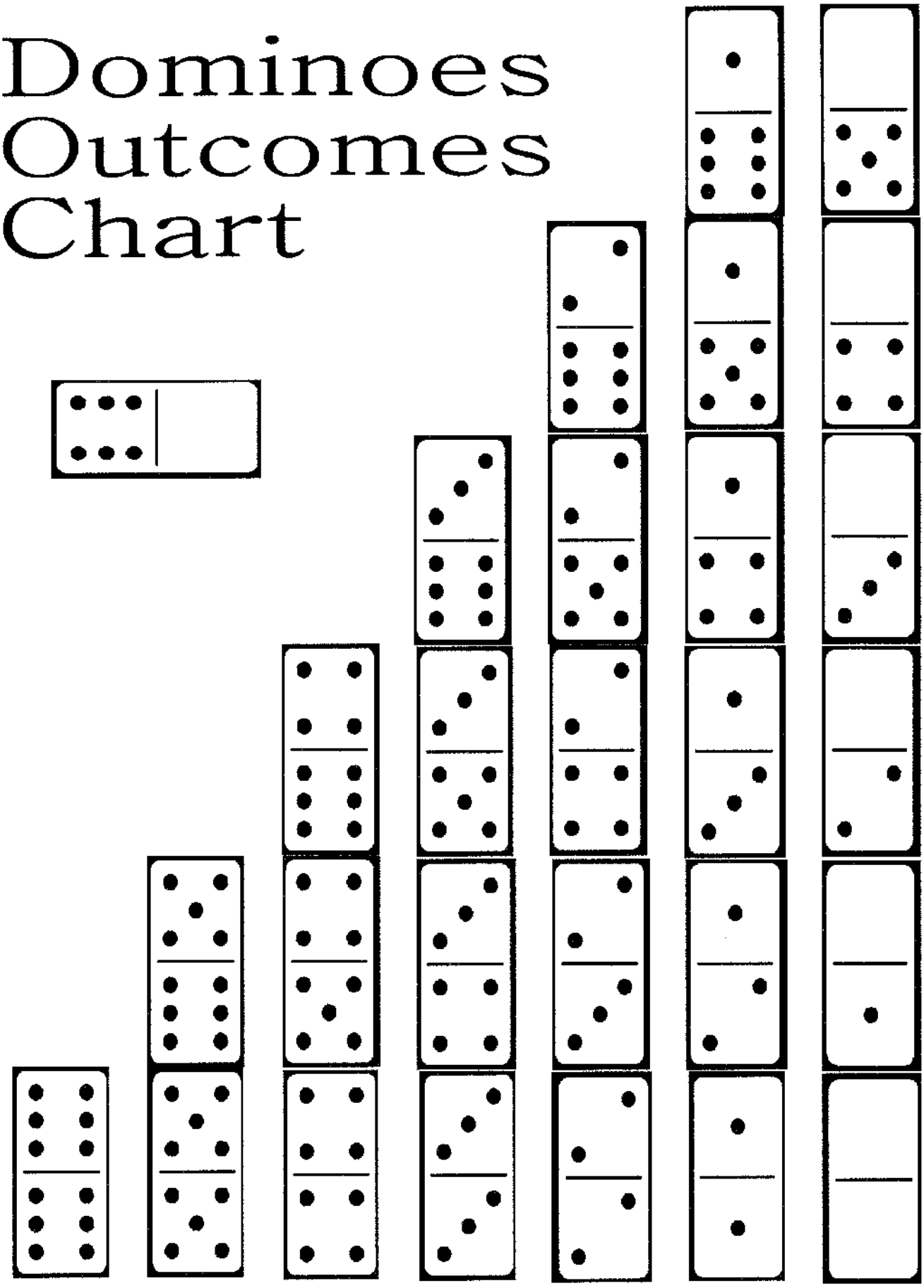
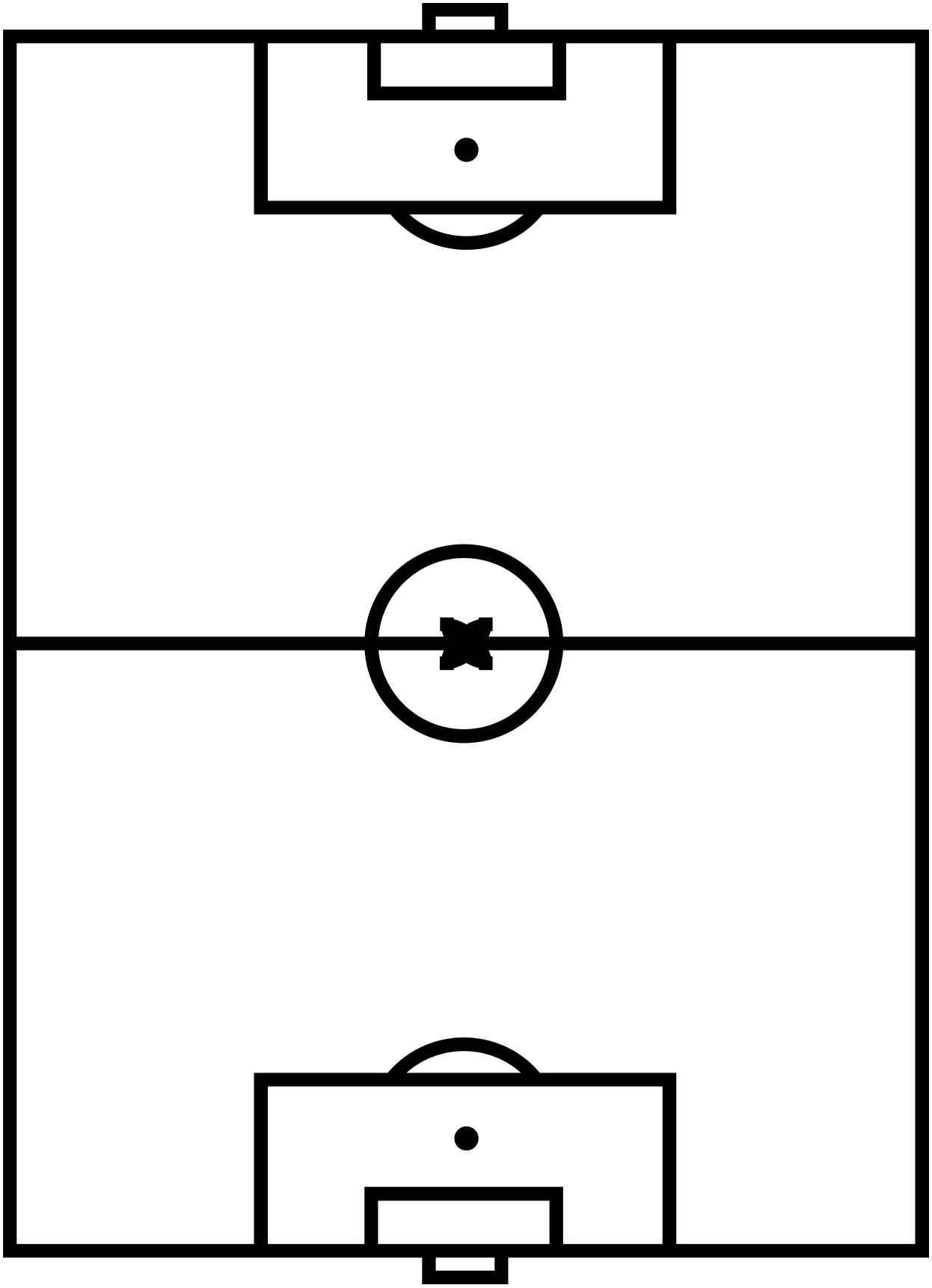
Dominoes Outcomes Chart



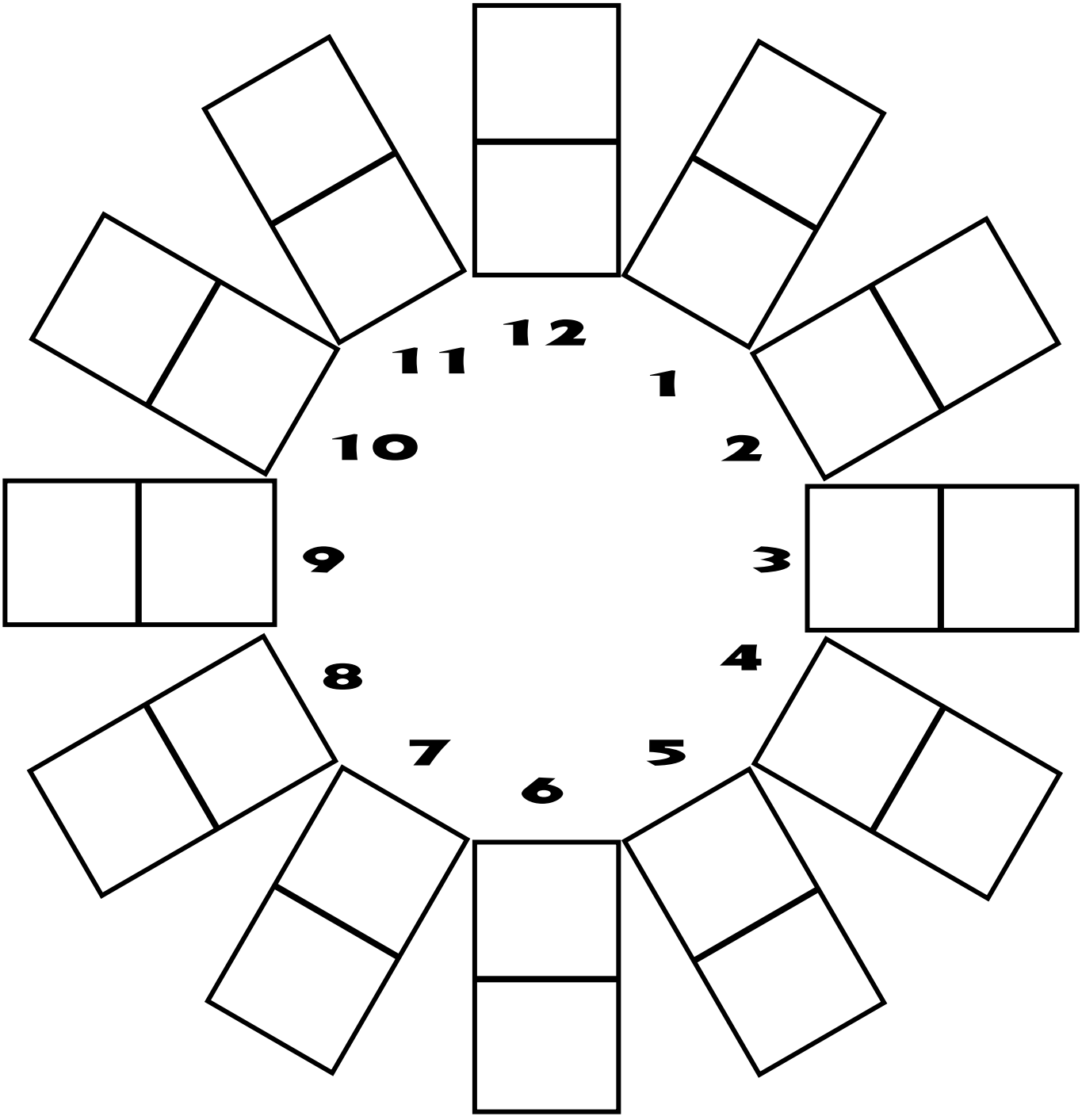


Number Word Blackout

one	two	three
four	five	six
seven	eight	nine
ten	eleven	twelve

Dominoes are placed face down and shuffled. Each player has their own gameboard. Player One draws a domino, counts the pips and matches this total to the correct number word on their board. Player Two draws a domino, counts and matches their domino to the correct number word on their board. The player who fills in all their number words first, is the winner.

Clockominoes



- 1 set dominoes per player, upside down and shuffled.
- Player One draws a domino, adds and places in correct place on clock.
- Player Two takes their turn.
- If a player draws a domino that has already been filled in on the clock, they must stack it and their opponent then plays.
- The player who completes their clockface first is the winner.
- Double blank, if drawn, goes in the middle but is not needed to win.

PLACE VALUE LINE UP

LEVEL: 3 - 5

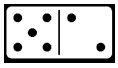
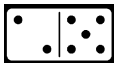
SKILLS: ordering place value, logical reasoning

PLAYERS: 2

EQUIPMENT: One set of dominoes, one gameboard (see reproducible)

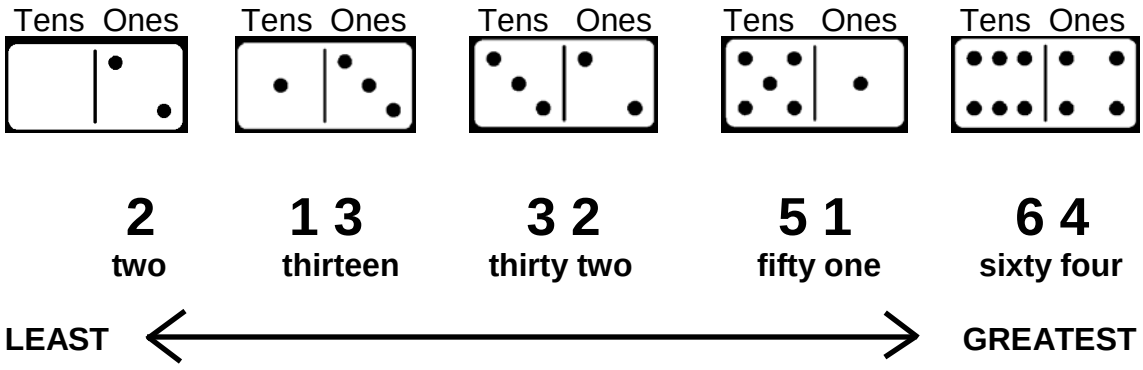
GOAL: To be the first player to order five "tens numbers" in place value, from least to greatest.

GETTING STARTED: Dominoes are placed face down and shuffled. Player One begins by drawing a domino and makes a tens/ones number.

EXAMPLE:  52 OR  25

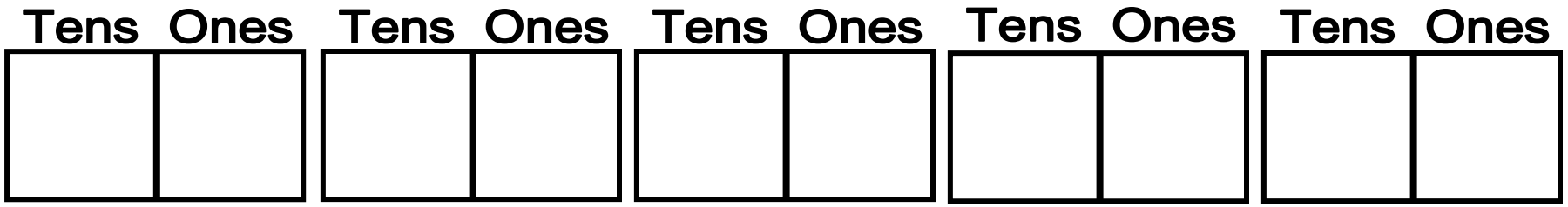
Player One must decide how to set their number and then place it onto any space of their gameboard. Players are trying to build a sequence of five numbers from Least to Greatest. Once a domino is placed, it cannot be changed. If a player draws a domino that cannot fit into their sequence, they can put it onto a reject space. Both players have three possible "reject" moves per round.

Players alternate turns drawing and placing dominoes onto their gameboards. The first player to successfully line up five numbers from Least to Greatest is the winner.



Place Value Line Up

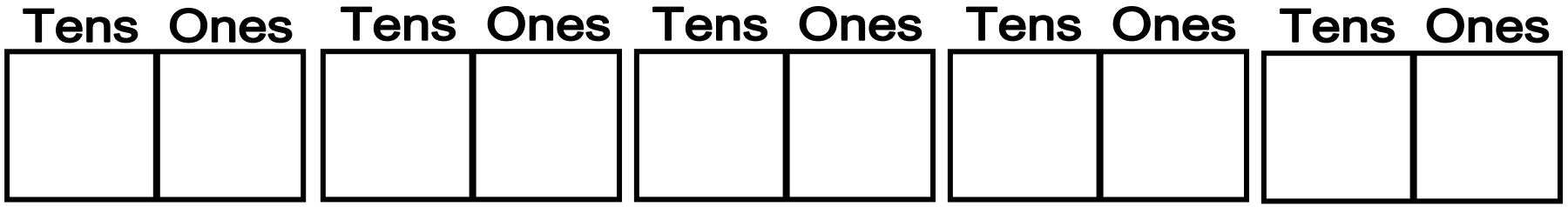
Player One



Reject Reject Reject

Least ⟷ Greatest

Player Two

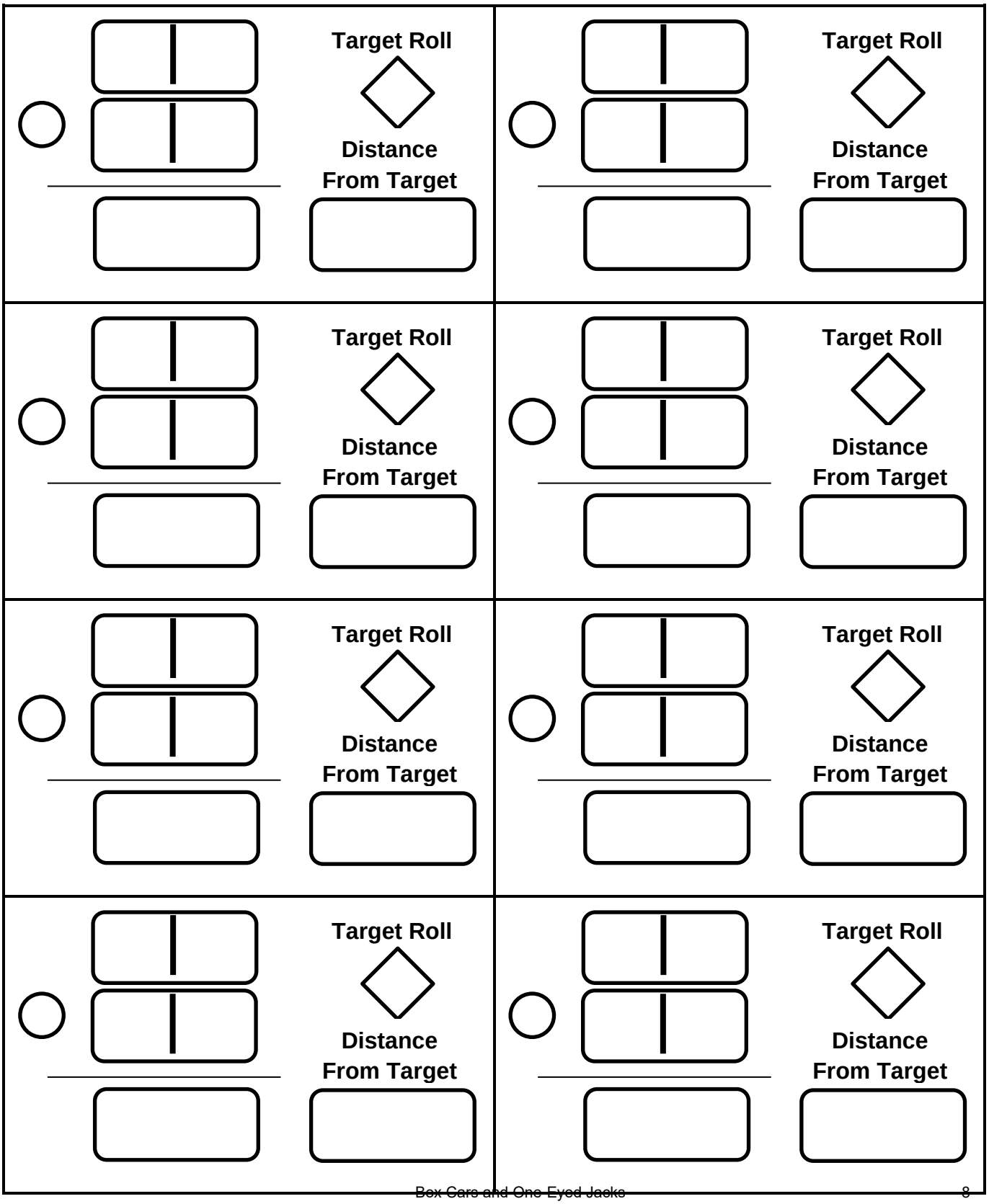


Reject Reject Reject

TWISTING DOMINOES

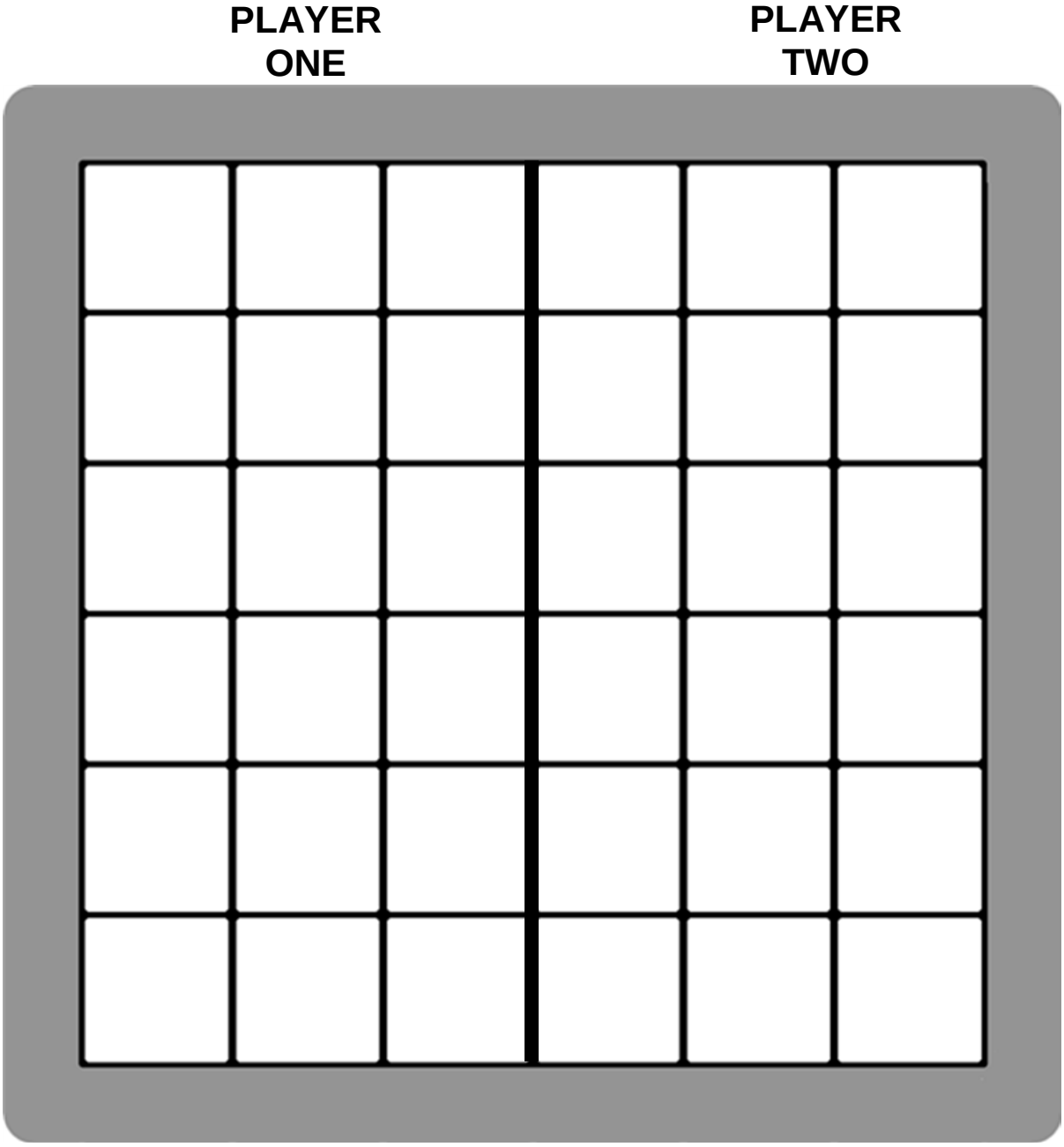
2- DIGIT ADDITION AND SUBTRACTION

1 Pull 2 Dominoes **2 Roll Target** **3 Choose to + or** **4 Closest to Target Wins**



HORSE RACE

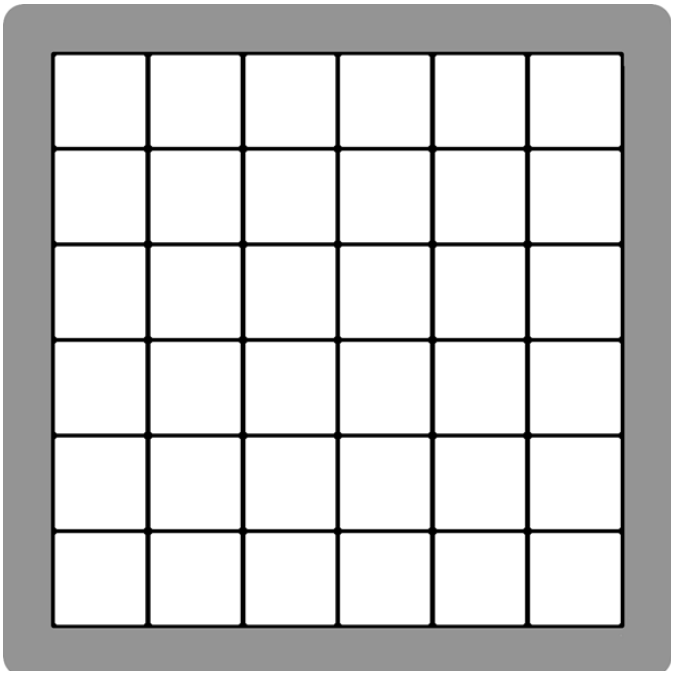
Each player takes 18 dice of own color.
Each player rolls two dice and adds.
Player with the greatest sum places them into their side of the tray, least sum places in lid.
Player with the most dice on their side of the tray at the end of the game wins.

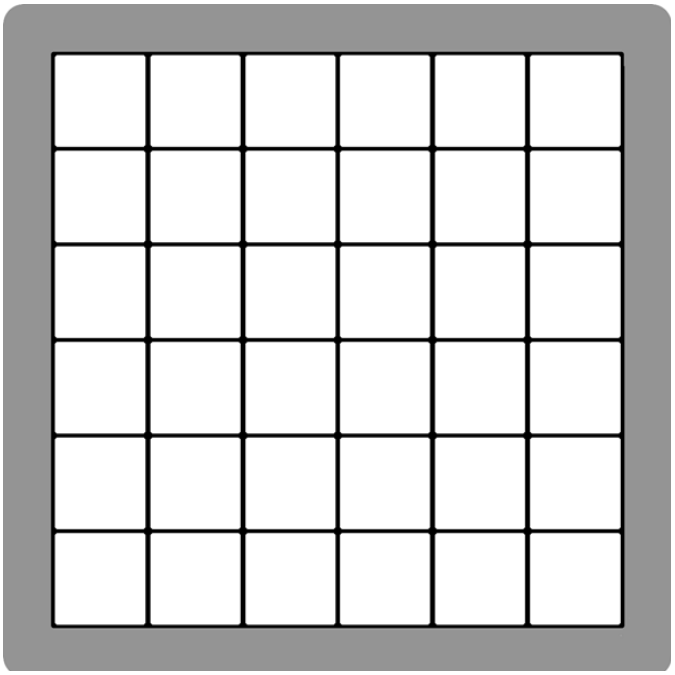


WARP 18

- Explore Associative Property of Addition.
- Each player takes 18 dice of their own color.
- Each player rolls 3 dice and adds.
- Player with the greatest sum places them into their side of the tray, least sum places in lid.
- Players need to verbalize how they calculated sums.
- Player with the most dice in their side of the tray at the end of the game wins.

PRIMARY SUPER MUSH





Object of the Game: Get all the dice into the tray with no dice leftover.

Preparation: Partners "Super Mush" the dice for about 10-15 seconds, thoroughly mixing them. Next, partners choose a "Target Number" (randomly / by rolling a die / flipping over a card).

How to Play: Partners work together and use 2, 3, 4 or 5 dice to create a math sentence that equals the target number. They put the dice into the tray. Partners again use between 2 to 5 dice to create another math sentence that equals the target number and place those dice into the tray as well. Partners continue to select dice to make math sentences until all the dice are in the tray or until they can't make a math sentence that equals the target.

SQUARE DOUBLING

LEVEL: 2 – 3

SKILLS: patterning, doubles, addition with multiple addends, problem solving, probability

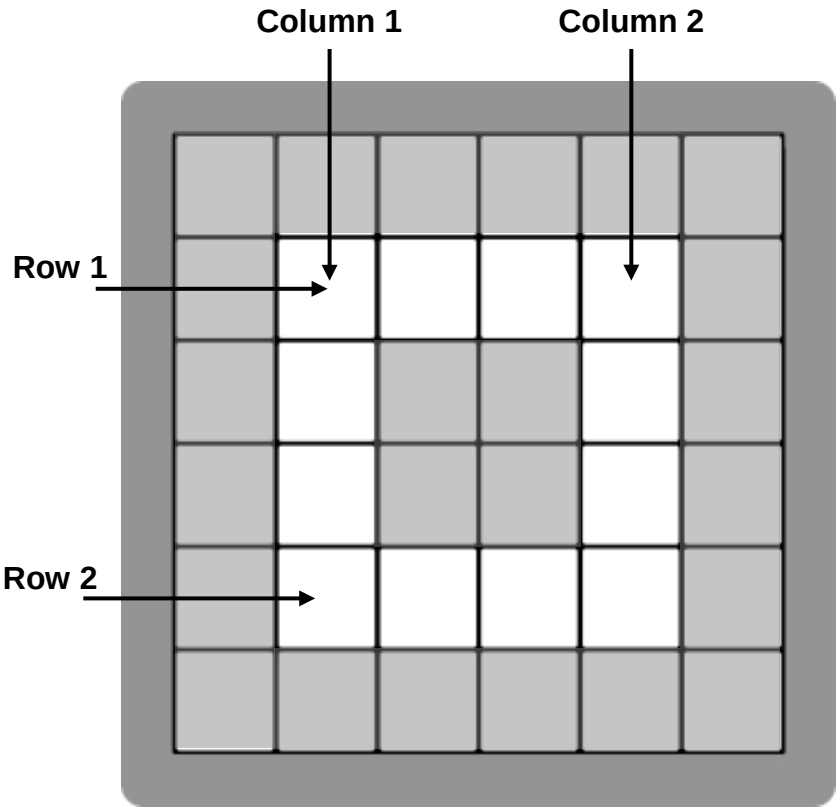
PLAYERS: 2 (1 vs 1)

EQUIPMENT: tray of dice (each player needs 12 dice of their own color), one player will play in the black tray and the other in the clear lid

GOAL: to create the highest total sum of all twelve numbers in your square pattern.

GETTING STARTED:

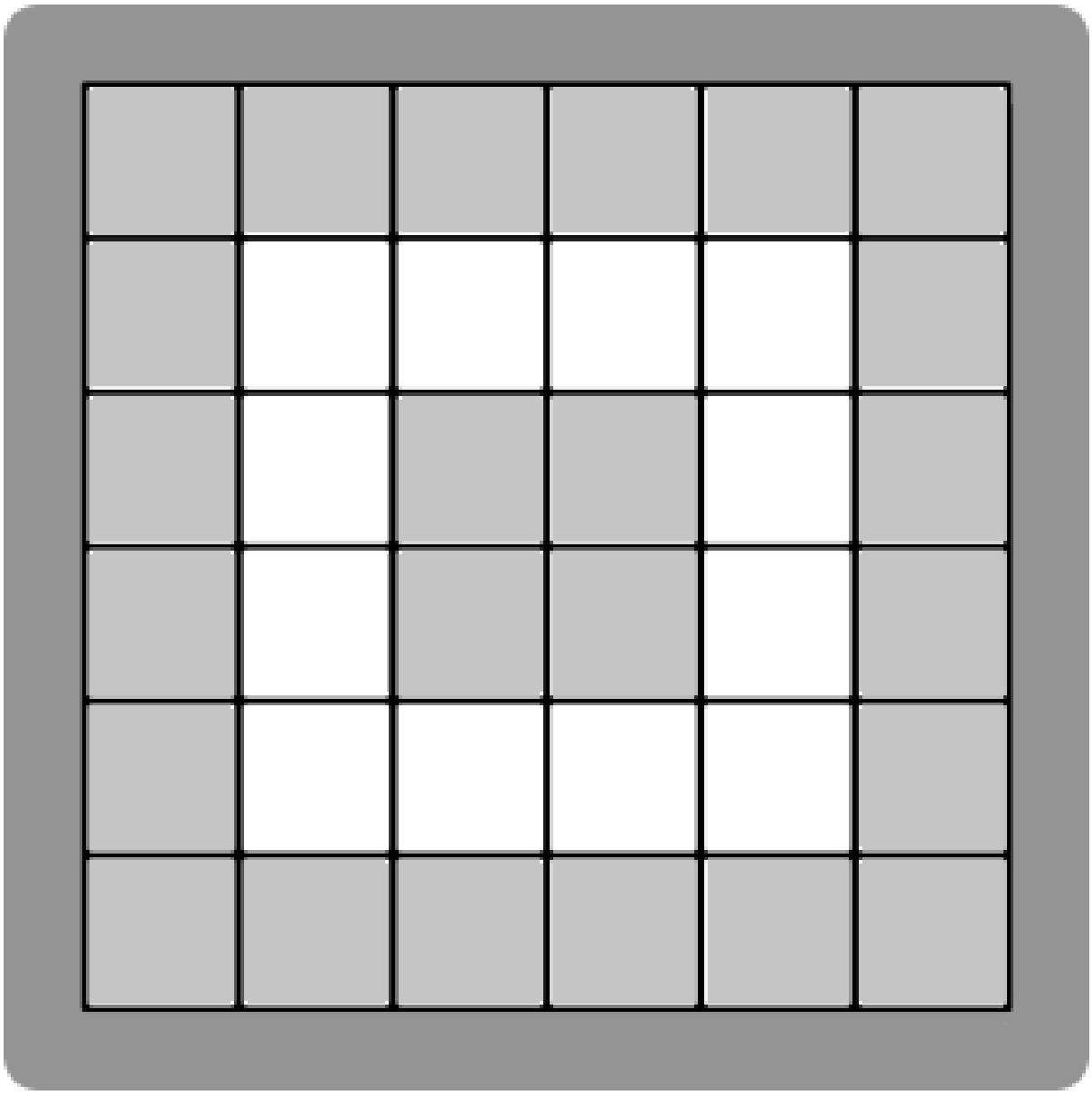
Each player will be building a square pattern with their 12 dice as shown. There are two possible rows that can score at the end of the round, and two possible columns that can also score.



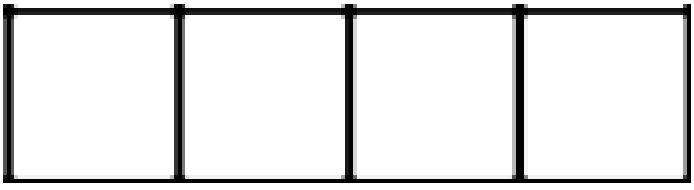
In order for a row or column to score it must contain a double. Doubles do not have to be side by side for a row or column to score. Rows and columns are summed using the face value of the dice at the end of the game.

Player One begins by rolling a die and placing it into any empty space on their square. Player Two now takes their turn. Players continue to alternate turns, rolling and placing their dice trying to build at least a set of doubles in each row and column.

SQUARE DOUBLING

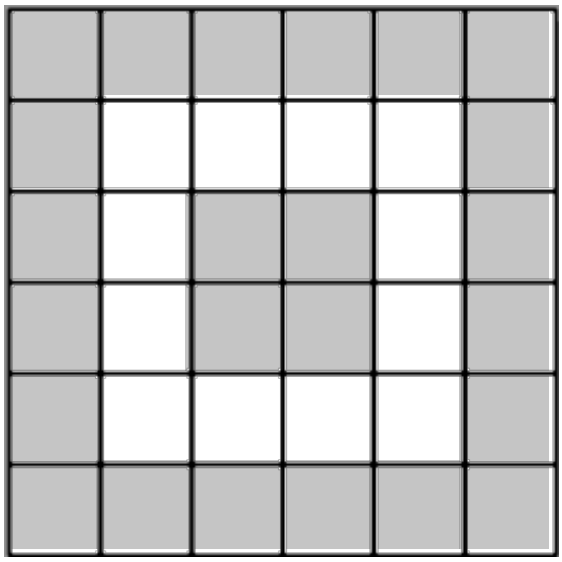


REJECT ROLLS



SQUARE DOUBLING

RECORDING SHEET



Column 1: ___ + ___ + ___ + ___ = _____

Column 2: ___ + ___ + ___ + ___ = _____

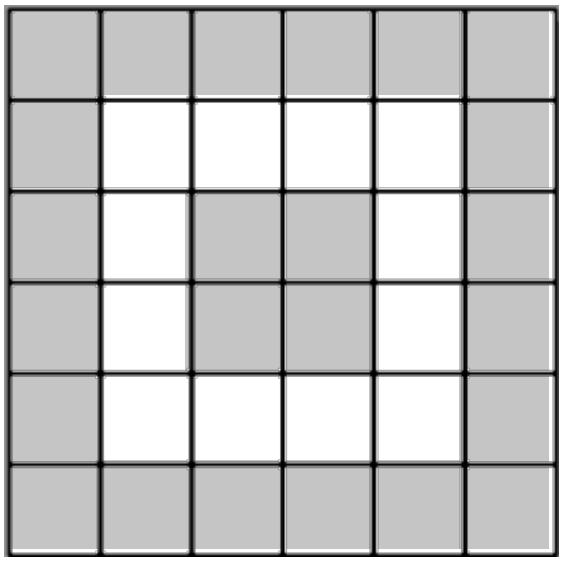
Row 1: ___ + ___ + ___ + ___ = _____

Row 2: ___ + ___ + ___ + ___ = _____

TOTAL SUM: ☐

REJECT ROLLS

☐ ☐ ☐ ☐



Column 1: ___ + ___ + ___ + ___ = _____

Column 2: ___ + ___ + ___ + ___ = _____

Row 1: ___ + ___ + ___ + ___ = _____

Row 2: ___ + ___ + ___ + ___ = _____

TOTAL SUM: ☐

REJECT ROLLS

☐ ☐ ☐ ☐

GRAPH YOUR ROLLS

one	two	three	four	five	six

- Roll 1 die and count pips.
- Record the number in the corresponding column.
- Continue rolling until one number reaches the top.

DOUBLES /DOUBLES + 1 COMBINATIONS

DOUBLES

1 + 1 = 2

4 + 4 = 8

2 + 2 = 4

5 + 5 = 10

3 + 3 = 6

6 + 6 = 12

EVEN

DOUBLES + 1

1 + 2 = 3

4 + 5 = 9

2 + 3 = 5

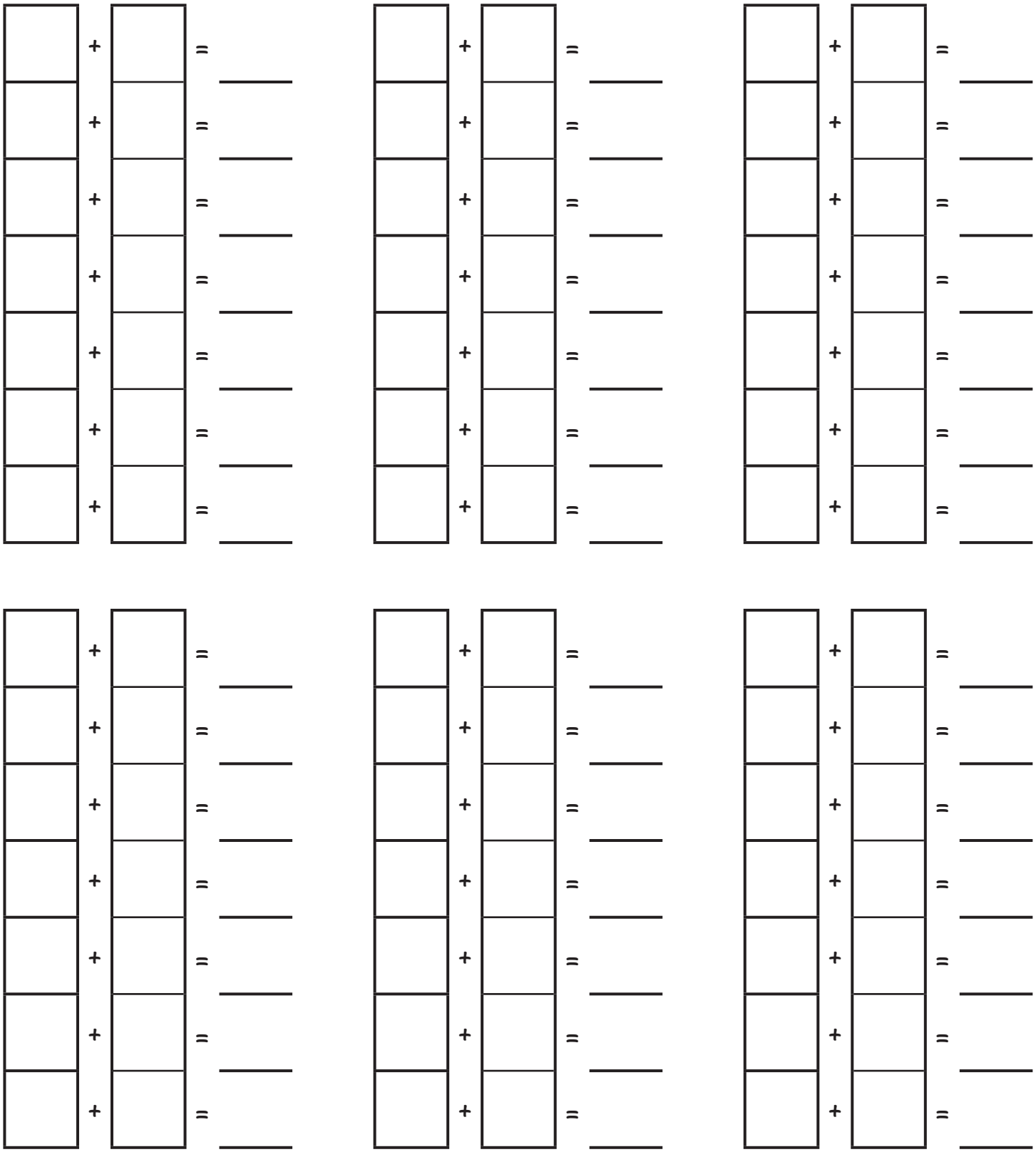
5 + 6 = 11

3 + 4 = 7

ODD

DOUBLES /DOUBLES + 1 RECORDING SHEET

Record your shakes. Color in all doubles red, all doubles + 1 blue.



MAKE A TEN

SEE	+	?	=	10
	+		=	10
	+		=	10
	+		=	10
	+		=	10
	+		=	10
	+		=	10
	+		=	10

SEE	+	?	=	10
	+		=	10
	+		=	10
	+		=	10
	+		=	10
	+		=	10
	+		=	10
	+		=	10

SEE	+	?	=	10
	+		=	10
	+		=	10
	+		=	10
	+		=	10
	+		=	10
	+		=	10
	+		=	10

MAKE A TWENTY

SEE	+	?	=	20
	+		=	20
	+		=	20
	+		=	20
	+		=	20
	+		=	20
	+		=	20
	+		=	20

SEE	+	?	=	20
	+		=	20
	+		=	20
	+		=	20
	+		=	20
	+		=	20
	+		=	20
	+		=	20

SEE	+	?	=	20
	+		=	20
	+		=	20
	+		=	20
	+		=	20
	+		=	20
	+		=	20
	+		=	20

THREE SHAKER ADDITION / THREE SHAKER "TENS" RECORDING SHEET

What I Saw					How I Grouped							SUM
					=		+		+		=	
					=		+		+		=	
					=		+		+		=	
					=		+		+		=	
					=		+		+		=	
					=		+		+		=	
					=		+		+		=	

What I Saw					How I Grouped							SUM
					=		+		+		=	
					=		+		+		=	
					=		+		+		=	
					=		+		+		=	
					=		+		+		=	
					=		+		+		=	
					=		+		+		=	

What I Saw					How I Grouped							SUM
					=		+		+		=	
					=		+		+		=	
					=		+		+		=	
					=		+		+		=	
					=		+		+		=	
					=		+		+		=	
					=		+		+		=	

SEVEN UP - ADD UP RECORDING SHEET

Shake # ○ My 7 numbers _____ _____ _____ _____ _____ _____ _____ My Sum □

How I grouped my addends → Strategy I used

- _____ → _____
- _____ → _____
- _____ → _____
- _____ → _____

Shake # ○ My 7 numbers _____ _____ _____ _____ _____ _____ _____ My Sum □

How I grouped my addends → Strategy I used

- _____ → _____
- _____ → _____
- _____ → _____
- _____ → _____

Shake # ○ My 7 numbers _____ _____ _____ _____ _____ _____ _____ My Sum □

How I grouped my addends → Strategy I used

- _____ → _____
- _____ → _____
- _____ → _____
- _____ → _____

Shake # ○ My 7 numbers _____ _____ _____ _____ _____ _____ _____ My Sum □

How I grouped my addends → Strategy I used

- _____ → _____
- _____ → _____
- _____ → _____
- _____ → _____

BUMP UP AND BACK RECORDING SHEET

Bump Back	I SAW	Bump Up

Bump Back	I SAW	Bump Up

Bump Back	I SAW	Bump Up

Bump Back	I SAW	Bump Up

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Phone: _____ Fax: _____

Ship To: (___) SAME AS ABOVE

Contact Name: _____

Address: _____ City: _____ St/Pv: _____

Zip/Postal: _____ Email: (PRINT CLEARLY) _____

Phone: _____ Fax: _____

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		Sub-Total	
		Tax (If applicable)	
		Grand Total (Pay this amount)	

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Orders $60.01 to $125.00 add 18% + 6.00
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