Speedy Dominoes

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| **Match dominoes; then play Memory with the dominoes; then add and subtract dominoes.** |
| **Elephants**  Shuffle dominoes face down. Take a domino. Add dots. Highest number starts. Share out the rest. Take turn to match a domino half to another domino half. Play continues when all matches are made. Player with least number left is the winner. |
| **Penguins**  Domino Memory. Shuffle dominoes face down. Take a domino. Add dots. Remember the total. Turn another tile. If the same total you keep them. If not return to pile. Game ends when all combinations have been matched. Highest number of tiles is winner. |
| **Fish**  Shuffle dominoes face down. Select two dominoes and draw dots onto Monster Maths Add and Subtract sheets. First student to complete both sheets correctly is the winner. |
| **Crocodiles**  Shuffle dominoes face down. Turn 3 dominoes over. First player to correctly call out the total keeps the tiles. Continue until all tiles have been turned. Player with highest number of tiles is winner. |
| **Foxes**  Shuffle dominoes face down. Turn 4 dominoes over. First player to correctly call out the total keeps the tiles. Continue until all tiles have been turned. Player with highest number of tiles is winner. |