![C:\Users\Jill\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\7HQKGU75\graphics_domino_300[1][1].gif]() Dynamic Dominoes

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| **Players make domino trains; add dominoes; find doubles and near doubles and work out how many more are needed to make 100.** |
| **Elephants**Make a domino train by counting dots using 1 to 1 correspondence. |
| **Penguins**Take one domino tile. Friend covers one side and student must visualise to add. Record sums. |
| **Fish**Have a pile of dominoes facing down. Take turns to turn a tile over. If you get a double, keep it. Record number sentence of other tiles and put it in a separate pile. Person with the most doubles is the winner. |
| **Crocodiles**Have a pile of dominoes facing down. Take turns to turn a tile over. If you get a double or near double, keep it. Record number sentence of other tiles and put it in a separate pile. Student with the most doubles or near doubles is the winner. |
| **Foxes**Turn 1 domino. First number on the tile to represent 10. If a domino has a 7 on one side and a 6 on the other it becomes 76. Students work out how many more to 100. Record sums. |