

5 Game



dominoes



Domino dexterity

A game to develop your skill at designing equations that balance!

- 1 Each player starts with **25 points**.
- 2 Share one set of dominoes equally between two players.
- 3 Each player makes **2-digit numbers** with each domino to create as many true **equations** using **addition** or **subtraction** as they can. Each domino can only be used **once**.

Example



$65 + 22 = 87$.
 $61 + 26 = 87$.
They balance!

$$\begin{array}{|c|c|} \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \end{array} + \begin{array}{|c|c|} \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \end{array} = \begin{array}{|c|c|} \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \end{array} + \begin{array}{|c|c|} \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \end{array}$$

$$\begin{array}{|c|} \hline 65 \\ \hline \end{array} + \begin{array}{|c|} \hline 22 \\ \hline \end{array} = \begin{array}{|c|} \hline 61 \\ \hline \end{array} + \begin{array}{|c|} \hline 26 \\ \hline \end{array}$$

$$= 87 \qquad \qquad \qquad = 87$$

Dominoes can be turned around and placed in any order.

This domino could be:

$$\begin{array}{|c|c|} \hline 34 \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \end{array} \text{ or } \begin{array}{|c|c|} \hline 43 \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \end{array}$$

$$\begin{array}{|c|} \hline 3 \text{ tens, 4 ones} \\ \hline \end{array} \qquad \begin{array}{|c|} \hline 4 \text{ tens, 3 ones} \\ \hline \end{array}$$

- 5 Each player makes a pile of unused dominoes that they could not use to make equations.
- 6 Players **check** that each other's equations are correct.
- 7 If any equations are **not true** those dominoes are added to the unused pile of that player.
- 8 **Count up** how many dominoes have **not** been used by each player and subtract that from the **25 points** they started with.

Example



I have 3 dominoes left.
 $25 - 3 = 22$.
I only have 22 points now.

- 9 **Replay** the game continuing to subtract points for left over dominoes until **one player reaches 0 and loses** the game.