Domino War

Number of Players: Two

Mathematical Objective: To compare products

Object: To win the most dominos

The Deck: A set of double nine dominos. (For students just learning the facts, you may want to provide only the zero through five dominos. For the students needing practice on certain tables, you may want to use only those numbers.)

The Deal: The dominos are shuffled face down and each player alternately picks one till all are gone.

The Play: The students place their dominos face down. Together, they turn over a domino. Each player multiplies his or her numbers and announces the product. The one with the higher product collects the dominos and places them face down with the rest. (You may wish to provide calculators so students can check responses for correctness.)

Scoring: At a given signal, or when a specified time is up, the players count the cards they are holding. The one with the most cards wins that round.

Good Times

Number of Players: Three to four

Mathematical Objective: To multiply double-digit numbers

Object: To acquire the most dominos

The Deck: A set of double nine dominos, remove the blank.

The Deal: The dominos are placed face down in an 11 x 5 array.

The Play: The first player turns up two dominos in the array. The player then multiplies the numbers showing. If the answer is correct, he or she keeps both dominos. If it is not, the player turns the dominos face down, and the play moves to the left. [The correctness may be checked by another player or with a calculator or a multiplication table.]

Scoring: When the array is empty, the players count their dominos. The player with the most wins that round.

Climb the Ladder

Number of Players: Four

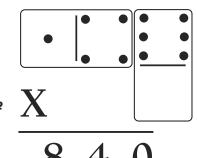**Mathematical Objective: To multiply single-digit number by a three digit number**

Object: To gain points by generating a product greater than a given number

The Deck: A set of double nine dominos.

The Deal: The dominos are shuffled and each player is dealt eight. The remaining ones make up the draw pile.

The Play: A domino from the draw pile is turned up, and the number is recorded as the first rung of the ladder. The domino is returned to the middle of the draw pile.

The first player turns up domino from the draw pile. Then he or she chooses a domino from his or her hand so that the product of the number on that domino and the turned up domino is greater than the first rung. If the product is greater, it is recorded as the next rung, and the player receives a point. If it is not, it is the next player's turn. The second player turns up another domino from the draw pile and chooses a domino from his or her hand so that, if possible, the product will be greater than the last rung. Play continues until all players have had four turns.

Scoring: When four turns have been played, the players add their scores. The one with the most points wins that round.

$$\begin{array}{r} \times \\ \hline 8\ 4\ 0 \end{array}$$

Windows

This is a challenge that you might like to take on by yourself or with a group of friends, using a set of double six dominos. In this diagram the four dominoes make a 'window' with one empty space. The spots on each side total nine. Can you make seven windows like this using all 28 dominoes so that each window has the same spot-sum for each side? One window need not have the same spot-sum as another.