

Box Cars and One-Eyed Jacks

CONNECTING THE DOTS

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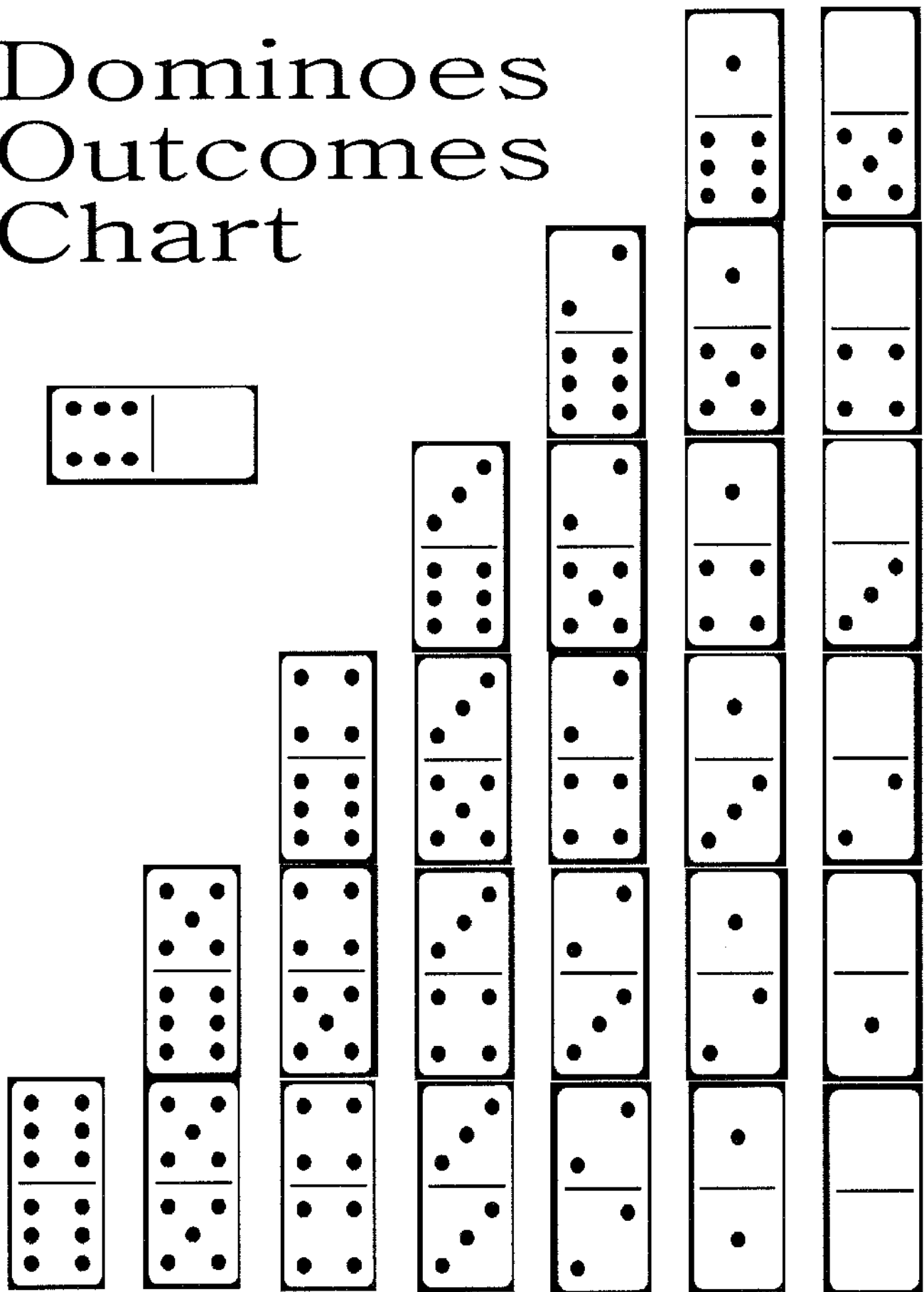
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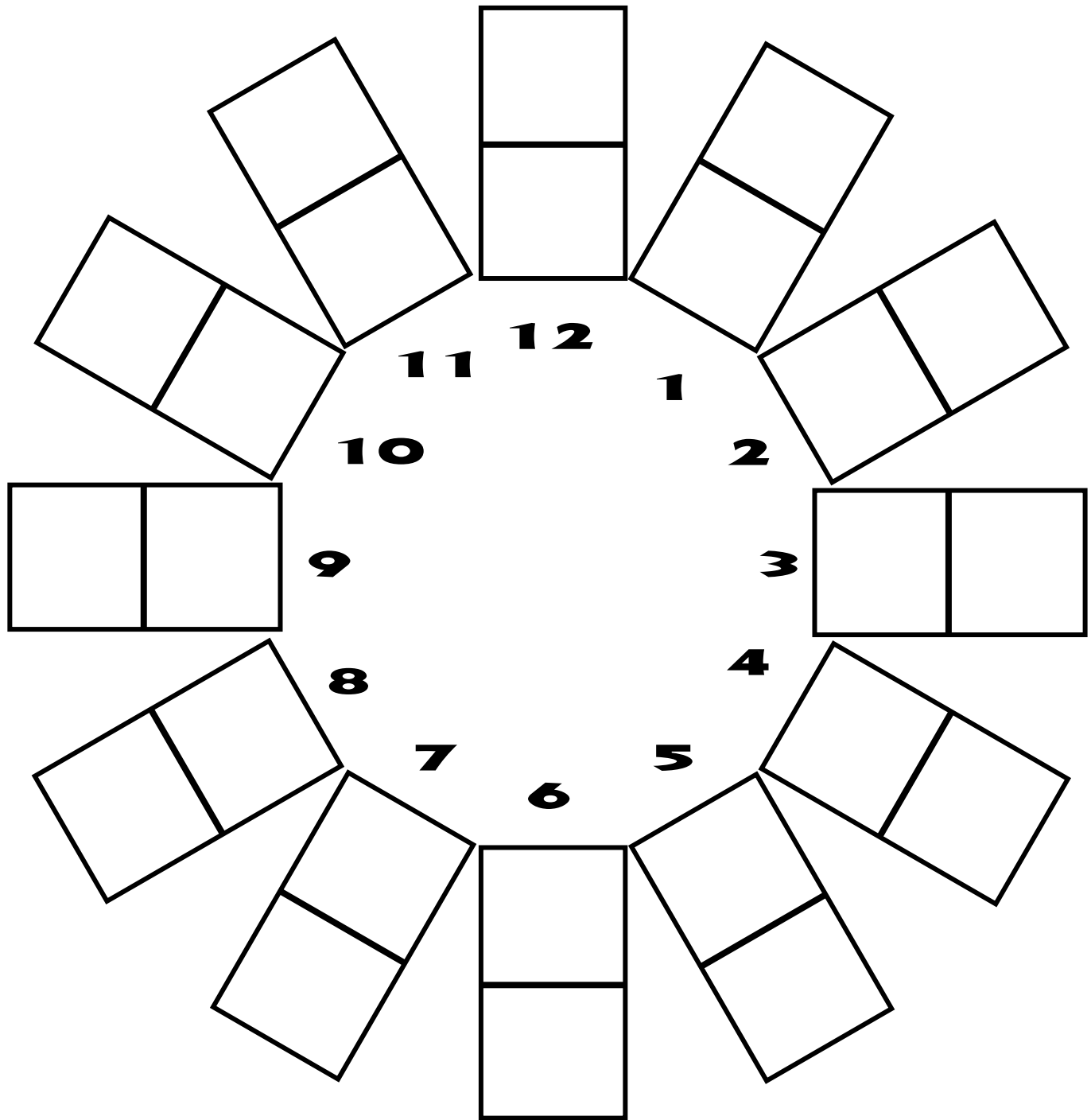
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Dominoes Outcomes Chart



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.

Dozen Domino DILEMMA		"Equal to" Stack	
Player 1 Less Than < 6		Player Two Greater > 6	
12 Dominoes to Win!		12 Dominoes To Win!	

- ▶ 1 Set of dominoes, upside down, shuffled.
- ▶ Player One selects a domino. If <6, keeps it; if >6 must give to Player Two.
- ▶ Any =6 sums go to "equal to" stack.
- ▶ Player Two takes their turn.
- ▶ First player to collect 12 dominoes wins.

Follow the Leader

Leader



PLAYER 1

Less than <

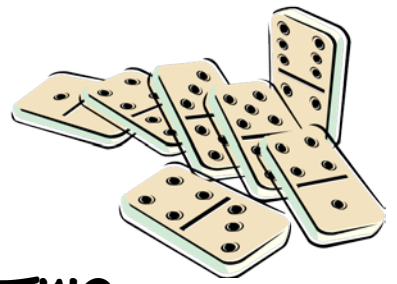
Equal to =

PLAYER 2

Greater than >

-
- ▶ Two players, 1 set of dominoes
 - ▶ Pull 1 domino and put in Leader box.
 - ▶ Take turns pulling 1 domino at a time and putting on correct column.
 - ▶ The player with the most dominoes in their column is the winner.
 - ▶ Switch < > sides after each round.

SPOT THE DOTS!

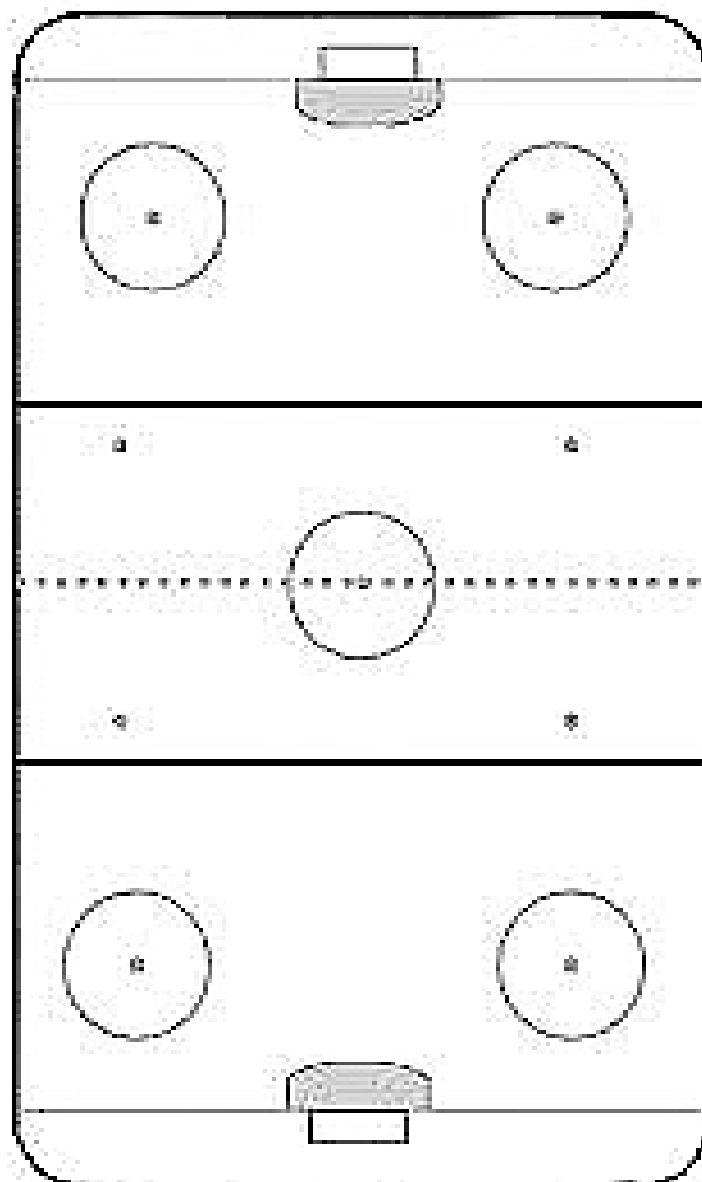


PLAYER ONE

PLAYER TWO

Two players, 1 set dominoes, 1 double die

- Turn over 1 set of dominoes, split in half between players.
- Each player then flips dominoes right side up.
- Roll die for Target SUM. Any domino that = Target SUM can be placed onto player's side.
- First player to fill in 5 dominoes wins.



PLACE VALUE LINE UP

LEVEL: 3 - 5

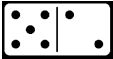
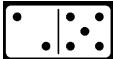
SKILLS: ordering place value, logical reasoning

PLAYERS: 2

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

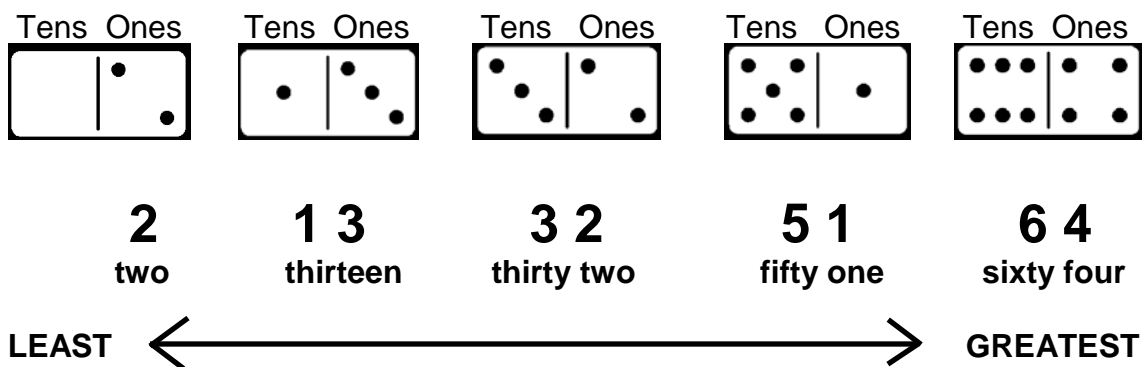
GOAL: To be the first player to order five "tens numbers" in place value, from least to greatest.

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

Tens	Ones	Tens	Ones	Tens	Ones	Tens	Ones	Tens	Ones
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Reject

Reject

Reject

Least ←

→ Greatest

Player Two

Tens	Ones	Tens	Ones	Tens	Ones	Tens	Ones	Tens	Ones
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Reject

Reject

Reject

0	1	2	3	4	5	6
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Bury The Bones + — × ÷

7	8	9	10	11	12	Bone Pile STRIKES
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1. Pull Domino
2. Choose +, x, - or ÷ and cover a number.
3. If you can't cover a number, put the domino in the STRIKE pile.
4. First player to cover all 12 numbers wins.