

## Notes for *Triangle Dominoes*

**Level:** 1-3

**Recommended # of Players:** 2-4

**Materials:** *Triangle Dominoes* cards, paper and pencils for scorekeeping

**Math Skills:** Addition of 3 numbers (0-5); addition of several numbers (0-15); spatial reasoning

### **Mathematical benefits:**

*Triangle Dominoes* give its players the chance to add 3 numbers together, as well as to add several 1- and 2-digit numbers together when calculating their final scores. This game may also give teachers the opportunity to introduce calculators to the children, if appropriate. Players must coordinate spatial reasoning and math as they evaluate the best possible position to place their card to maximize their scores.

Players must decent to look at all the possible places to play a card on the board to find the highest score possible. For example, a player may play a card that matches a 5 and only gets 6 points (a card with 5, 1, and 0), when they could have played a card that matches 2 and 2 but results in 8 points (a card with 2, 2, and 4). The teacher will be responsible for observing whether children are considering their placements based on maximizing the number of points they obtain (by adding all 3 numbers on their card), or if they just try to create a match with a higher number.

For an extra challenge, players can flip their cards face up so the other players can see their cards. This allows players to consider places they can block their opponents.